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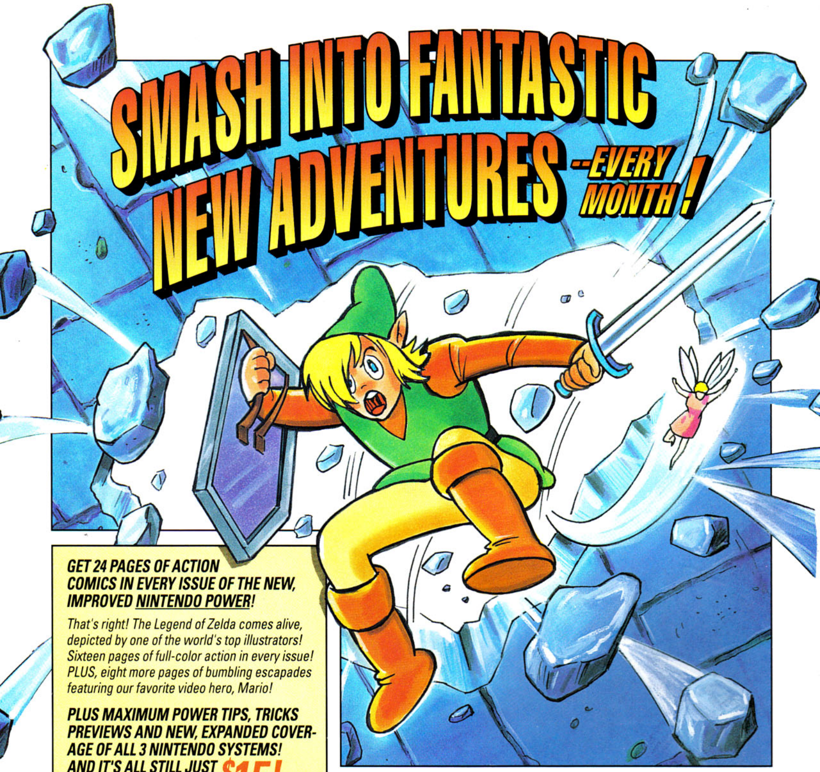

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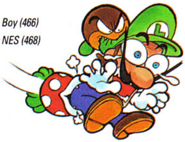

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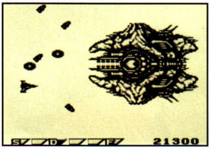

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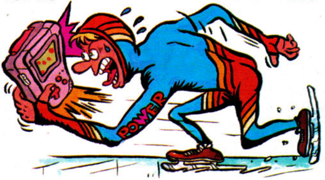
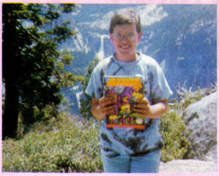


NINTENDO POWER ON VACATION

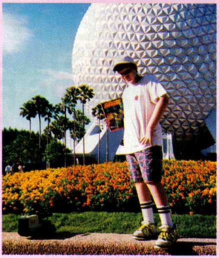
Nintendo Power travels to the far reaches of the United States... and beyond! A while back we asked to see photos of our readers on vacation with their Nintendo Power magazines. If anyone out there wants to take US on vacation, that would be OK, too!

Matt Crawford on the beautiful beaches of Indonesia.

Four of our most famous Presidents look on as Daniel Brockert mugs for the camera at Mount Rushmore.



Steve Marks at Glacier Point in Yosemite National Park. Check out that waterfall in the background!



Josh Bokel poses with Nintendo Power at Disney's Epcot Center in Orlando, Florida.

Ever thought about starring in your own video? How about dressing up like your favorite video game characters and acting out various stages of your favorite video game! Any Links out there? Mario? Anyone's father look like Bowser? Send us your videos so that we can take screen shots of the best parts and showcase them here.

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Player's Pulse
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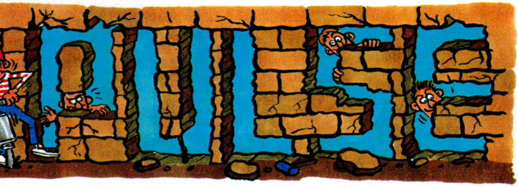
GAME BOY APPEALS TO KIDS OF ALL AGES

Enclosed is a picture of Ruby Izzabel Kelley, age 3. She's one of the biggest Nintendo fans I know. She has enjoyed watching her aunt and uncle play Nintendo since she was 3 months old, so when she was 2 she got a Game Boy of her very own. She has several games, but her favorite is "Super Mario Land." Without assistance, she can pass all three boards in the first world and she's working hard on the second!

The Kelley Family
Marion, IA

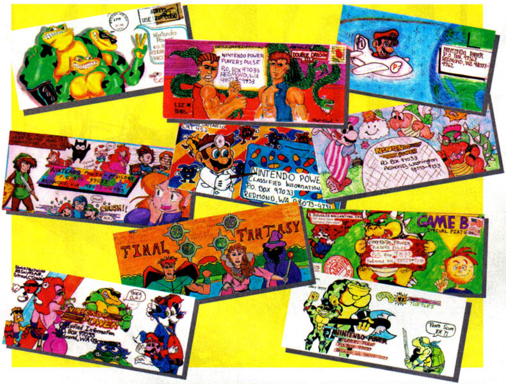
Enclosed is a photo of my son, Will, and his 102-year-old great grandfather, Fred V. MacFalls. Will showed his grandfather how to play Super Mario Land on Game Boy. He was amazed! I suppose you don't see too many 102-year-olds playing Game Boy!

Denise Mockridge
Lilburn, GA



MORE ENVELOPE ART!

We receive more and more incredible envelope artwork every day! Previous issues of Nintendo Power have featured envelope art, but these are definitely some of the best we've seen! Maybe we'll have to include a column for artwork every month.



EDITOR'S CORNER

This month's issue marks the second appearance of our new Super Mario Bros. and Legend of Zelda comic strips. All of the artwork is done in Japan by some of their most famous comics illustrators. The storyline for Super Mario Bros. is based on the many adventures of the mighty plumbers and the Zelda storyline is based on the new Zelda game - A Link To The Past. Mr. Miyamoto (the man who created the Mario and Zelda games) is very involved in the development of the comic strips as well. The staff here at Nintendo Power is writing the dialogue to go along with the storyline. We're all very excited about both of the comic strips. We'd like to know what you think, too. Please write!

Gail Tilden
Editor in Chief

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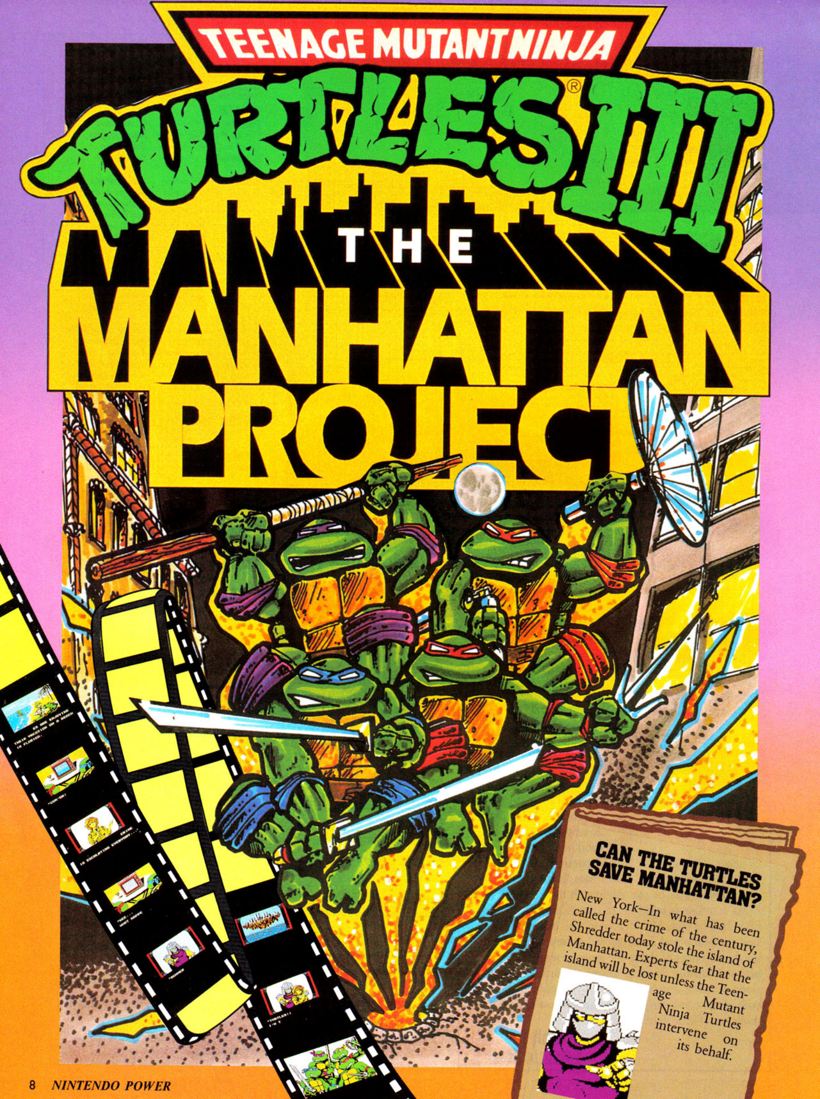
TEENAGE MUTANT NINJA TURTLES® III THE MANHATTAN PROJECT



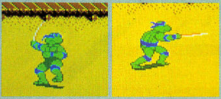
CAN THE TURTLES SAVE MANHATTAN?

New York—In what has been called the crime of the century, Shredder today stole the island of Manhattan. Experts fear that the island will be lost unless the Teenage Mutant Ninja Turtles intervene on its behalf.

A NEW VIEW

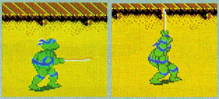
Fans of TMNT: The Arcade Game will be familiar with some of the moves of both the Turtles and their enemies in The Manhattan Project, but all-new scenes and many new enemies face the Turtles. Choose the best Turtle for the job, then kick some Foot.

THROW OUT THE TRASH



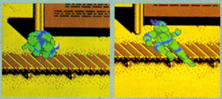
Use the Jab 'n Toss (press Down and the B Button) when Foot Soldiers gang up on you. This move is more powerful than the Slash. It'll throw the fear of good into them.

SLASH AND DASH



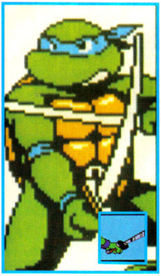
Some of the ninja weapons slash, and some of them bash, but whichever Turtle you use, this is the most basic move. Although weaker than the Kick or Throw, the Slash is faster.

FLYING KICKS



Kick bad habits, like the habit Foot Soldiers have of attacking Turtles. In mid jump press the B Button. The powerful pop will stop most Foot soldiers in their tracks.

LEONARDO



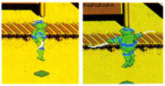
WEAPON: KATANA

Katana swords are fast and have a medium attack range. Leonardo slices up more than pizzas with these blades.

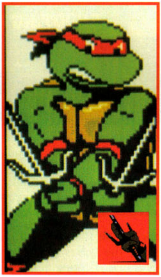
SPECIAL ATTACK:

SPIN SLASH

The Special Attack uses one section of the Turtle's life meter, but it is super powerful. The Spin Attack has a limited range, so get close to the enemy.



RAPHAEL



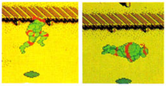
WEAPON: SAI

Raphael's Sai are two, sharp, hand-wielded tridents. His attack is very fast, but has a short range.

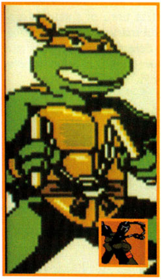
SPECIAL ATTACK:

DRILL ATTACK

Ain't no thrill like the drill—Raph's Drill Attack, that is. Spinning headfirst, Raph drills multiple enemies from half a screen away. It's drillicious!



MICHELANGELO



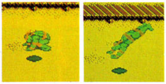
WEAPON: NUNCHUKUS

Fast with a medium range, the Nunchukus are a Turtle's best friend, next to pizza and green Bros.

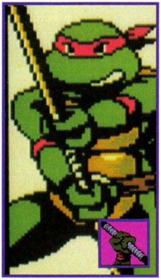
SPECIAL ATTACK:

HANDSTAND KICK

Mike's acrobatic move is the hardest to master, but the kick is powerful. In a crowded corner, the Handstand Kick gets you out into the open.



DONATELLO



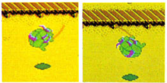
WEAPON: BO

Talk loud and carry a big stick is Don's motto. The wide range of the Bo is counteracted by its slowness.

SPECIAL ATTACK:

SOMERSAULT SLASH

Don shells out his special attack with an unstoppable, spinning somersault and a bashing Bo. This is one of the best attacks, but the range is medium.



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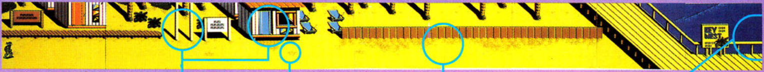
SCENE 1
BEACH

LET'S GO TURTLES

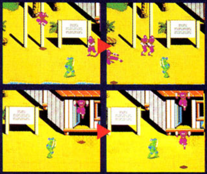
THE START OF A LONG, HARD BATTLE IS BEGINNING

It's a beachin' scene: sand, sun, waves. But there's a cloud on the horizon. Well, no, actually it's not a cloud at all, it's Manhattan floating in the sky! The first stage finds your Turtle struggling in the sand against Shredder's Foot Soldiers, then on the boardwalk. Watch out for sudden attacks, sand in your face, and billboards with a painful message.



BEACH START ▶

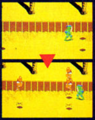
CRAFTY KARATE CLAN



They leap out from in front and behind. They shimmy down poles. They close in, three at a time. What's a Turtle going to do? The best strategy is to cruise down to the edge of the water and dip your toes in the surf. Now you'll take on the Foot foes one by one.

IN YOUR FACE

There's nothing worse than a face full of sand. These Foot Soldiers throw fists of the stuff in your face, and while you're wiping it out of your eyes, they attack. Use the Flying Kick to attack them.

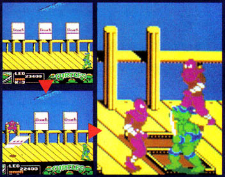


SHOOTING STARS

These Foot Soldiers throw Shuriken, or Ninja Stars. You can whack the flying stars with your Slash Attack, then move in quickly to get at the Foot fiend.

SIGNS OF DANGER

The billboard signs along the boardwalk may look innocent enough, but they conceal a dangerous secret. Karate Foot Soldiers will throw down the signs when your Turtle passes. Move as quickly as you can to the right side of the screen and the signs will fall harmlessly behind you. Now you just have to fight the Foot Soldiers.



SCENE 2
SEA & DECK

COWABUNGA DUDES!

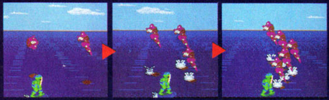
LET'S RIDE THE WAVE BACK TO MANHATTAN

Surf's up, and so is the picnic. This high speed slalom over the waves pits you against boogie boarding ninjas, floating mines, Tubular Transports and helicopters. The screen scrolls continuously so there's no need to map it out. Hang ten near the bottom of the screen for maximum safety. After the waves you'll end up on the heavily armored deck of a submarine.

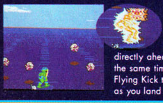
SURF START ▶

FOOT SOLDIERS FROM BELOW

Frogmen Foot Soldiers leap up from the water and surround you without warning. Keep close to the bottom of the screen and use your Flying Kick to attack and evade them.



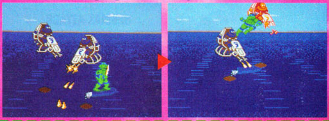
SHORT CIRCUIT

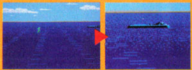


These mines are packed with power. If you hit one, your Turtle will be electrified like a neon sign. Stay near the bottom of the screen and jump over the few mines that appear directly ahead. If Karate Foot Soldiers appear at the same time as the mines, you'll have to use your Flying Kick to knock them into the water. As soon as you land on the surfboard, jump and kick again.

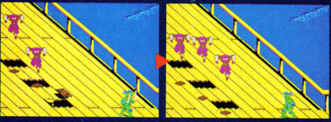
HELICOPTER HEARTBURN

Twin Cobra Helicopters pick up the chase near the end of the surf stage. You have to defeat both of them before moving on to the deck of the submarine. Super accurate Flying Kicks are the only way to defeat these rotary rejects. Wait until they are hovering close to you and low to the water, then jump up and through them.

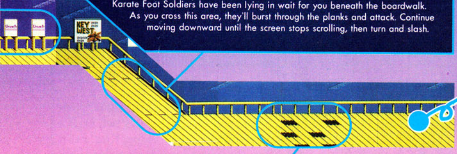




UNDER THE BOARDWALK

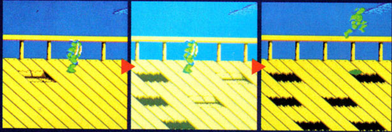


Karate Foot Soldiers have been lying in wait for you beneath the boardwalk. As you cross this area, they'll burst through the planks and attack. Continue moving downward until the screen stops scrolling, then turn and slash.



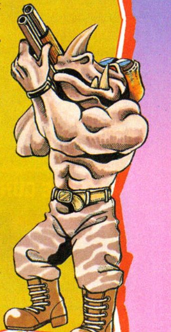
STAY ON TOP

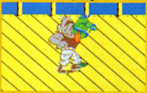
You'll lose energy and time if you fall into one of the holes from which the Foot Soldiers appear, so watch your step! Keep to the middle of the screen, between the upper set of holes and the middle set. Run to the right side of the screen, then turn and attack. Move toward the top or bottom of the screen to keep the enemy in front of you.



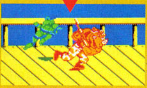
ROCK STEADY

When you reach the end of the line, Rock Steady erupts from the water with a spear gun. If you stand in front of him, he'll stick you. Attack from an angle, either above or below this rowdy rhino. Use the Slash Attack or Flying Kick.

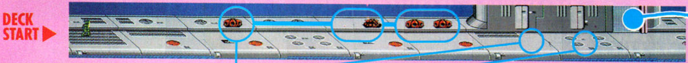




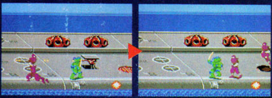
Jse the Flying Kick at an angle to get Rock Steady.



After hitting Rock Steady, back away. Then do it again.

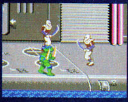


ALL HANDS ON DECK



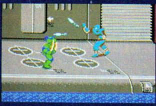
Since Turtles don't have permission to come aboard, don't expect a welcome party. The three-way cannons and pop-up machine guns keep you guessing and dodging. Stay near the bottom of the screen and watch the arrow indicators on the three-way cannon that show which cannon will fire next. The amphibious action is non-stop, but the area isn't long.

KNIFE FOOT



Katana wielding Foot Soldiers also appear on deck. Don't give them a chance to swing into action. Slash them as soon as they appear.

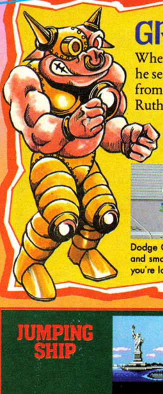
KATANA FOOT

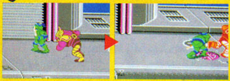


Use the Slash Attack to block the knives thrown by these enemies, then move in.

GROUNDCHUCK

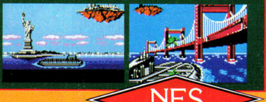
When this bad news bull spots a Turtle, he sees red and charges. He'll tear a pipe from the wall and swing it like Babe Ruth after you've damaged him. Use the hit and run technique before he has the pipe. When he has the pipe, hit him in the back.





Dodge Groundchuck's crazed charge, then step up and smack him in the back with your Slash Attack. If you're low on energy, use your Special Attack.

JUMPING SHIP



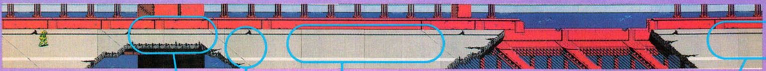
SCENE 3

BRIDGE

WATCH YOUR STEP

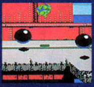
ALONG THE BRIDGE OF DANGER

The bridge has been shattered and scattered, but you're a Turtle on a mission and nothing can stop you . . . unless maybe it's a 16 ton bowling ball, or an army of Shredder's ninja henchmen. Cake, you say? Well, how about a cyborg super Turtle with a sliding shell attack? Warmed up yet? You've still got Be Bop at the end with a head-banger's ball and chain.



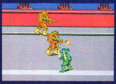
BRIDGE START ▶

SPARE ME!



The bowling balls rumble straight at you. Stay near the top of the screen and hop over the closest ball while the others pass below.

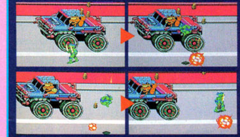
MACHINE GUN FOOT



Five of Shredder's fun friends show up for a showdown packing machine guns. Use the Flying Kick Attack from the maximum distance.

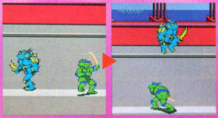
TRAFFIC VIOLATORS

When Foot fanatics appear in a car and start lobbing grenades, you can bet it won't be a joy ride for your Turtle. Move to the right until the scroll stops. That's when the car appears. Now move back to the left and dodge the grenades. Next time they'll approach from the left side.



SLASH

Slash may look like a Bro, but he's not even a real reptile. He has two explosive attacks: a super Flying Kick and a Slide Attack on the back of his shell, which he can't use if you stay close.



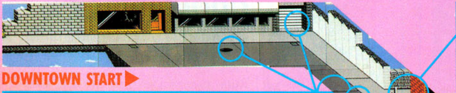
SCENE 4

DOWN TOWN & METRO

NEW YORK HAS BEEN DESTROYED

MEANWHILE, MANHATTAN IS SUSPENDED IN THE SKY.

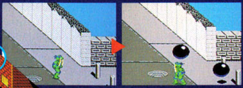
Finally, you're in downtown Manhattan, but downtown is now a mile in the air and one step can put you over the edge. Watch for attacking Foot Soldiers who leap out of alleys, bust down doors, burst through windows and leap out of manholes. After you clean up these mean streets, it's time to head into the subway to take on Dirtbag—a rat with a laser hat.



DOWNTOWN START ▶

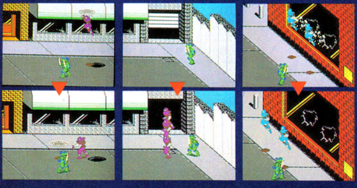
THE BOWLING ALLEY

As you pass the entrance to this alley, watch out for three giant bowling balls. A well-timed Flying Kick will carry you over the strike zone.



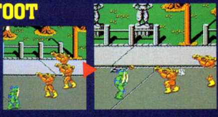
SNEAK ATTACKS

The sidewalks of New York seem quiet, but Shredder's pals are just waiting for you to get careless. Karate Foot, Spear Foot, Bazooka Foot and others will leap out of hidden hideaways. Use the Slash attack or Jab and Toss, and keep the enemy in front of you. The Foot Soldiers who pop out of the manholes will throw the manhole cover, but you can block it with your weapon.



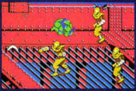
BAZOOKA FOOT

Angle up to the Bazooka Soldiers and hit them with the Slash Attack. You can also use the Special Attack to make quick work of them.



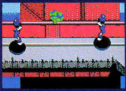
BOOMERANG FOOT

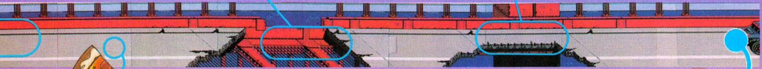
Stay near the middle of the bridge and the Boomerang Foot Soldiers will come to you. Dodge the boomerang, then close in for the finish.



FOOT BALLS

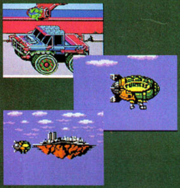
Foot Soldiers riding on top of Bowling Balls try to run you over from both sides. Flying Kicks will take out the Foot threat, but don't let yourself get flattened by the balls.





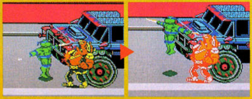
Pepperoni Pizza

UP, UP AND AWAY

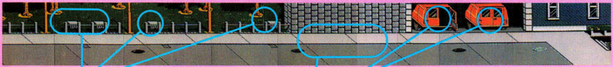


BE BOP IS A BALL

Be Bop's back, and he's got a new look—a ball and chain on his head! If you get close, he'll try a Kick Attack. His head ball also swings around and shoots out. Attack him near the car. He'll get stuck and you can beat him easily.



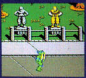
Maneuver Be Bop to the top right corner near the car. He'll get stuck and become helpless.



GO TO SUBWAY ▶

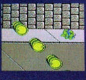
STATUE FOOT

The statues jump off their pedestals and become Foot Soldiers.



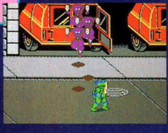
BARREL JUMPING

Look for barrels to roll toward you from the right, then from both sides.

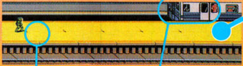


KARATE FOOT

More Karate Foot Soldiers have been waiting for you in the garage. Watch for them and take them on one by one near the bottom of the sidewalk.

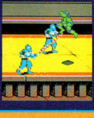


SUBWAY START ▶



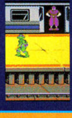
ZAPPERS

Stay clear of the electric beam these guys shoot. If you're hit by the beam, you'll be shocked senseless and stand helpless for a short time.



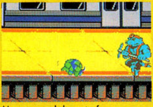
ON TRACK

Foot Soldiers storm out of the subway. Jump down onto the tracks to fight near the bottom of the screen, taking them on one at a time.

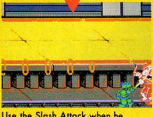


DIRTBAG

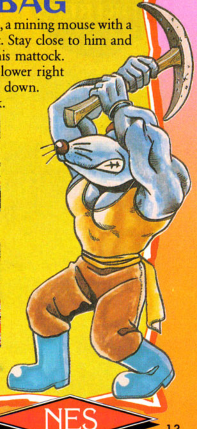
Smell a rat? That's Dirtbag, a mining mouse with a laser beam in his hard hat. Stay close to him and he'll be limited to using his mattock. Maneuver Dirtbag to the lower right corner by moving up and down. Once there, he'll be stuck.



Move up and down to force Dirtbag to the lower right corner.



Use the Slash Attack when he becomes stuck on the track.



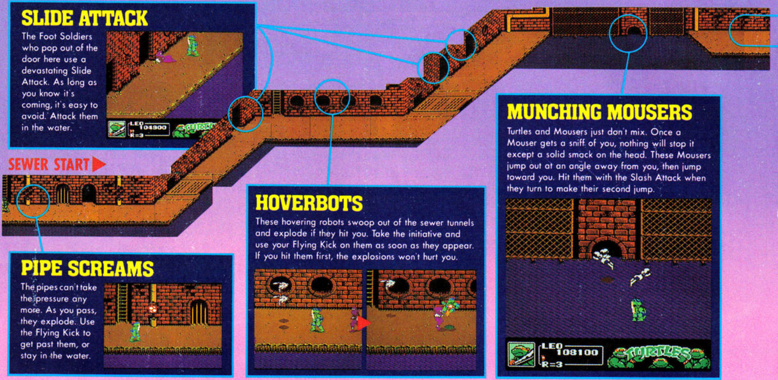
SCENE 5

GROUND UNDER

GOING UNDERGROUND, DUDES!

THIS DANGEROUS SEWER LEADS TO THE TECHNODROME.

You may be under the streets now, but you're not under cover. Foot Soldiers attack from the sewer pipes, gratings and in the water. Mousers both small and gigantic try to nibble on your toes while flying robots swoop overhead. The exploding pipes are the least of your worries. At the end is Leatherhead, a 'gator with a taste for Turtle.



SLIDE ATTACK

The Foot Soldiers who pop out of the door here use a devastating Slide Attack. As long as you know it's coming, it's easy to avoid. Attack them in the water.

PIPE SCREAMS

The pipes can't take the pressure any more. As you pass, they explode. Use the Flying Kick to get past them, or stay in the water.

HOVERBOTS

These hovering robots swoop out of the sewer tunnels and explode if they hit you. Take the initiative and use your Flying Kick on them as soon as they appear. If you hit them first, the explosions won't hurt you.

MUNCHING MOUSERS

Turtles and Mousers just don't mix. Once a Mouser gets a sniff of you, nothing will stop it except a solid smack on the head. These Mousers jump out at an angle away from you, then jump toward you. Hit them with the Slash Attack when they turn to make their second jump.

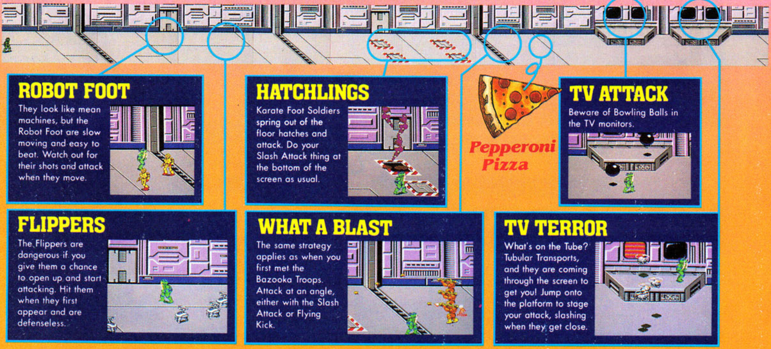
SCENE 6

FORTRESS

LET'S FIND APRIL!

THEN WE'LL GET THAT BOGARD SHREDDER.

April's just ahead, and so is Shredder, holed up in his high-tech headquarters. Unfortunately, he knows you're on your way. An army of Foot Robots are ready and waiting, plus Flippers that fall from above, Bazooka Foot, Bowling Balls, and more nasty surprises. Take a quick pizza break halfway through. You'll need all the energy you can get to face what's ahead.



ROBOT FOOT

They look like mean machines, but the Robot Foot are slow moving and easy to beat. Watch out for their shots and attack when they move.

FLIPPERS

The Flippers are dangerous if you give them a chance to open up and start attacking. Hit them when they first appear and are defenseless.

HATCHLINGS

Karate Foot Soldiers spring out of the floor hatches and attack. Do your Slash Attack thing at the bottom of the screen as usual.

WHAT A BLAST

The same strategy applies as when you first met the Bazooka Troops. Attack at an angle, either with the Slash Attack or Flying Kick.

TV ATTACK

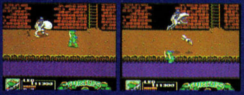
Beware of Bowling Balls in the TV monitors.

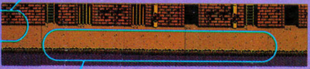
TV TERROR

What's on the Tube? Tubular Transports, and they are coming through the screen to get you! Jump onto the platform to stage your attack, slashing when they get close.

A MIGHTY MOUSER

The wall tumbles down and a giant mouser pushes through along with a controller. Keep close to him until he spits out regular Mousers, then back off, attack the little guys, and close in again.

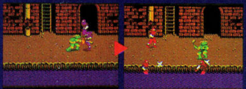




GO TO LEATHERHEAD ▶

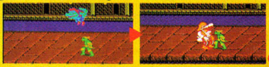
NO END IN SIGHT

Once you put the giant Mouser out of commission, the rest of the stage is one long fight against an assortment of Foot Soldiers. Spear Foot, Star Foot and Karate Foot Soldiers all attack in waves. Stay in the water near the bottom of the screen and make them come to you.



LEATHERHEAD

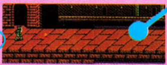
It won't be easy to flush away this mutant. His three attack moves include a vicious tail swing, a triple shot, and a strangling grip. Wait for him where he jumps onto the platform. Hit him when he lands, then keep hitting him and he'll get stuck.



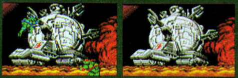
If you don't get Leatherhead when he first attacks, use the Flying Kick to his head, then dodge his dangerous Tail Attack.

▶ START

Pepperoni
Pizza

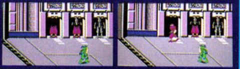


IT'S SHREDDER TIME



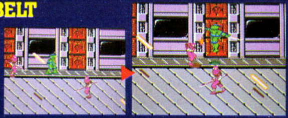
ROBOT FACTORY

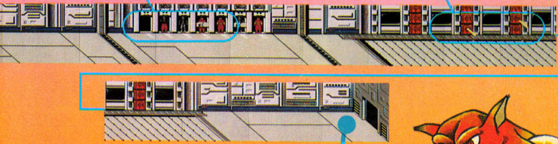
Cybernetic Karate Foot Soldiers emerge from the factory where they were made to hunt trespassing Turtles.



THE CONVEYOR BELT

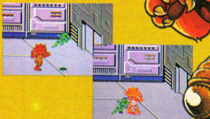
Three laser beams block the path ahead. The bottom laser fires first, then the middle, then the bottom, and finally the top. Only the lower beam damages Turtles. Stay near the upper left corner to defeat the Foot Soldiers before moving on.





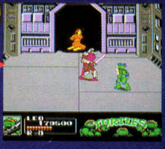
RAHZAR

Rahzar is no pussy cat. His claws are razor sharp, and his breath can freeze you like ice. Luckily, there is more than one way to skin a cat. Use your Flying Kick continuously to confuse him. He won't know where to attack.



RESCUE APRIL FROM SHREDDER

Master Splinter is proud of your progress, but the game isn't over yet. April is still being held by Shredder, and he isn't alone. You've got to ask yourself, is Manhattan really worth this?



G.I. JOE

THE ATLANTIS FACTOR®

THEY'RE LOOKING FOR A FEW GOOD MEN AND JUST ONE GREAT PLAYER!

Cobra Commander is back! One year ago, the Joe Team destroyed Cobra Commander's base of operations. The ravaged base was located on the island remains of the lost continent of Atlantis. Since that time, Cobra has discovered and unearthed an ancient power source. They have also discovered that they could use the newfound power source to revive Cobra Commander and raise Atlantis! However, this power source can also be used to destroy the world. With your help, General Hawk must assemble a strike team to take out Cobra Commander. Find captured allies and get help from Support Joes as you tackle this tremendous challenge! You've got a long way to go, Joe.

The evil Cobra Organization has revived itself and their Atlantis operations base through use of a new found super power source!

G.I. JOE COMMANDER

Code Name: GENERAL HAWK

File Name: Abernathy, Clayton H.

S/N: RA21275406

GRADE: 0-7 (Brigadier General)

BIRTHPLACE: Denver, Colorado

You will start the game with General Hawk. He got his stars the old-fashioned way . . . he earned them in battle. For overall effectiveness, choose General Hawk.

S.E.A.L. (Sea, Air, & Land)

Code Name: WET-SUIT

File Name: Forrest, Brian M.

S/N: 832-5847-LS11

GRADE: E-6

BIRTHPLACE: Myrtle Beach, SC

Wet-Suit is the only Joe who can survive underwater. Since there are stages which have underwater routes, you'll need to call on him. He's great against Cobra Eels.

NINJA FORCE LEADER

Code Name: STORM SHADOW

File Name: Arashikage, Thomas S.

S/N: 392-8793-NJ11

GRADE: E-8 (First Sergeant)

BIRTHPLACE: St. Louis, Missouri

Storm Shadow draws from generations of secret lore and practical combat experience. He has the ability to use a variety of moves and magic to aid him in combat.

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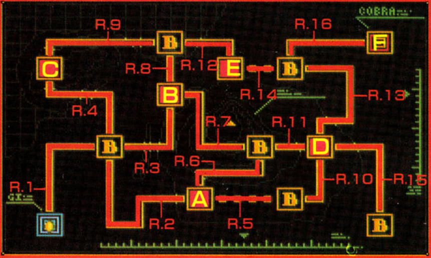
CHOOSING JOE'S ROUTE

"This is Stalker. We all know that your ultimate mission is to take out Cobra, but you've only just begun. Remember, the shortest route is not always the easiest. There are many Cobra enemies along each route. Good luck, Joe."

MISSION MAP

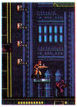


ROUTES 1-4

After the completion of Route 1, General Hawk will be able to add Wet-Suit and his SCUBA abilities to the Joe team. As you see from the Mission Map, Routes 3 and 4 have underwater areas. Wet-Suit is the only Joe who can survive underwater for an extended period of time. He is extremely adept and has all the necessary equipment to tackle any confrontation below sea level.

AREAS A-C

The Big Bear Radio is waiting at the end of Area A. Call in support Joes to restore the hit points of one of your team members. The Laser Rifle will also be added to your weapons inventory when you complete Area A. Find Storm Shadow and the Pulse Rifle after completing Area B. Finishing Area C frees up Roadblock to join your team.

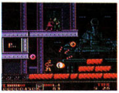


ROUTES 5-9

The action really starts to heat up as the JOE team sizes up five new routes. Duke shows up after Route 5 is cleared. It's extremely wise to have Duke on the team! The radio at the end of Route 6 will allow you to call in Spirit. Spirit will restore your life bar to full strength. There is plenty of ammo throughout Route 7, so take your time and get as much as possible. Gung-Ho can be hailed on the radio which can be found at the end of Route 8. Gung-Ho will bring you 100 rounds of ammo. Decide on which routes to take according to what items and characters you wish to acquire.

ROUTES 10-12 & AREAS D-E

Areas D and E are maze-like and will be relatively hard for the Joe team to get through. One of the great things about this game is that you can, and will, utilize your whole team. If one Joe has taken some damage and is low on hit points, switch to a Joe who has more power. If you defeat an enemy and can see that a Power-Up is bouncing your way, pause the game to switch back to a Joe who's running low on power. An excellent player should be able to Power-Up the whole team this way. You'll need to be at full strength for Routes 10, 11 and 12 because the Power-Up opportunities are few and far between.



AND BEYOND . . .

The last stages of The Atlantis Factor are very tough. Your team's fighting skills need to be at their peak levels. You may lose a JOE in battle, but you can keep going with other Joes in reserve. Any weapon is good for overall use, but each of them have capabilities which will have a more detrimental effect on certain enemies. Watch the timer!

THE BEST ROUTES

By looking at the map screen, you can decide for yourself which routes will be the best for you to take. We've included a couple for you to try. The first route is rather long, but if you complete every area, you should have plenty of fire power and all the allies you need to go in and take out Cobra. The second route is the fastest way to Cobra. However, we are definitely not implying that G.I. Joe: The Atlantis Factor is an easy game. If you choose to take the short, fast route, you'll need to be much better than the average Joe.

Best Route

R1 – R2 – R3 – R4 – AA – R5 – R6 – R7 – AB – R8 – R9 – AC – R12 – AE – R14 – R11 – AD – R15 – R13 – R16 – AF

Fastest Route

R1 – R2 – AA – R6 – R11 – AD – R13 – R16 – AF

MASTER SERGEANT

Code Name: DUKE

File Name: Hauser, Conrad S.

S/N: 234-0955-G189

GRADE: E-9 (First Sergeant)

BIRTHPLACE: St. Louis, Missouri

Like General Hawk, Duke is a very good overall choice for doing battle. He's got the courage and guts to charge into a battle first and is a great offensive coach.

COMMANDO

Code Name: SNAKE EYES

File Name: Classified

S/N: Classified

GRADE: E-7

BIRTHPLACE: Classified

Snake Eyes perfected his martial arts techniques with the same Ninja clan that produced Storm Shadow. He is equally adept with guns or swords.

HEAVY MACHINE GUNNER

Code Name: ROADBLOCK

File Name: Hinton, Marvin F.

S/N: 434-2390-WT27

GRADE: E-6

BIRTHPLACE: Biloxi, Mississippi

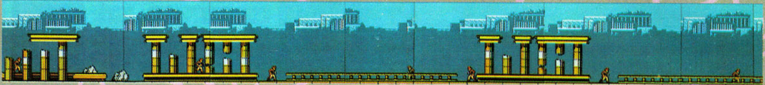
Roadblock carries a mean machine gun, but he can also cook a mean dinner for the Joe crew.

ROUTES 1-4 RAID THE ISLAND

"This is Stalker again. The terrain on your approach to the island will be relatively easy to tackle and there are many Power-Up opportunities. When you pick up a new weapon, pay special attention to the effect it has on various enemies."

ROUTE 1

START



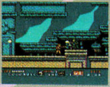
General Hawk will start the mission off in the ruined temples just outside of Atlantis. The temples have been submerged, but have now risen along with Cobra Commander. The terrain is flat and the enemies are not too strong.

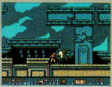
DEFEAT ALL THE ENEMIES

When Route 1 starts, immediately press Select to switch to your gun because you'll want to power it up as soon as possible. Go to the left to collect three hidden Power-Ups. Soon after defeating several enemies, your gun will increase to Level 3 and will be able to shoot at three different angles simultaneously.

ROUTE 2

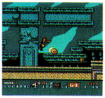
Route 2 is fairly short. The once-submerged ruins are in a little better state of repair here. If your gun is powered-up, you'll want to spend some time in hand-to-hand combat with enemies to increase your punching skills and build up your levels.

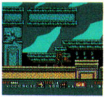




ABANDONED LAND

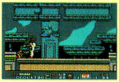
You'll have to deal with militant foot soldiers, gunners and more Floating Mines here. These mines don't take as long to fire when compared to the mines in Route 1. To save ammo and improve your hand-to-hand combat skills, punch the mines if you can get close enough to them. Use Wet-Suit to build up his weapons and also to save General Hawk from unnecessary damage.





WHIP WARRIOR

The Whip Warrior is basically the same as the Cinderblock Soldier. The only real difference is their weapons. The Whip Warrior is not very quick, but he is very persistent! The best offense is to go to one side of the screen, crouch down and shoot your gun in a rapid-fire manner. Crouching down allows more shots to come in contact with the enemy.

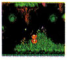


ROUTE 4

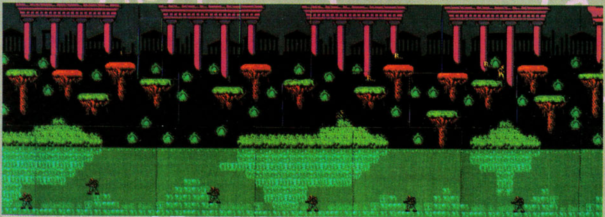
The easiest way to get through Route Four is to use Wet-Suit. When Wet-Suit is underwater, you can change characters to pick up a quick Power-Up, but you must switch back instantly to Wet-Suit. If General Hawk is left underwater without a proper breathing apparatus for more than two seconds, he will lose Hit Points.

LEVEL 4 GUNNER

With each successive level of power built up, the gun will be able to fire at another angle in addition to the present angle. A Level 4 gun will fire simultaneous shots at 90 (horizontal), 65, 45 and 25 degrees. Route 4 has gunners located far above the surface of the water. A Level 4 gun can take these guys out with ease. Only one round of ammo is deducted from your total supply no matter how many directions you have shots firing.

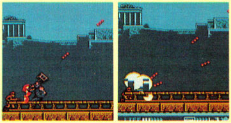


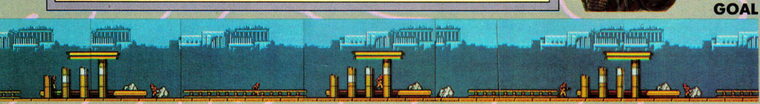
START



CINDERBLOCK SOLDIER

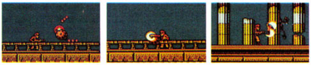
He's big, blue and mad at you! His first method of attack is to slam you on the head with his cinderblock sledge hammer. Ouch! If you crouch down at the side of the screen, he won't be able to swing his weapon, but he will kick you. Make sure your gun is at Level 3 for the best chance to defeat him.





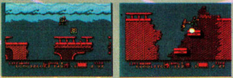
FLOATING MINES

Floating Mines will appear out of thin air to block your path. You can easily dodge them, but it's probably best to punch or shoot them because they will usually yield a Power-Up or a supply of ammo. If you wait too long to attack, they can shoot out a multi-directional spark shock.



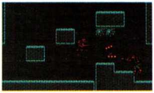
ROUTE 3

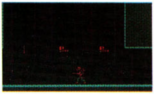
Route 3 is like two separate routes. General Hawk can easily handle the upper route and Wet-Suit can negotiate the underwater passage with ease. Choosing Wet-Suit and going down through the water is probably the best route to take because there are more Power-Ups to be found.



UNDERWATER

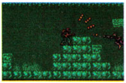
If you plan on going underwater, there is no choice—you must use Wet-Suit. He is the only Joe prepared to take the plunge. Any character can jump into the water in any stage, but only Wet-Suit can submerge himself. Press the A Button to send Wet-Suit under the water. Look for hidden chests which look a lot like rock formations. Punch or shoot them to find Power-Ups and other goodies. Wet-Suit can jump a bit higher when underwater, but when he's all the way at the bottom, a leap up out of the water won't be possible. Find ledges or rock formations to get up and out of the water.



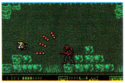


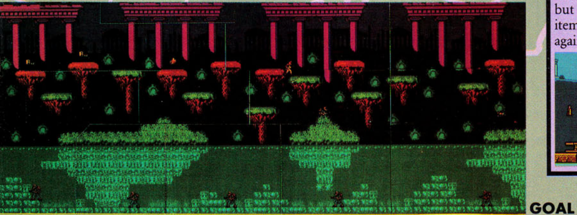
TO THE DEPTHS OF THE POND

Cobra SCUBA divers will hound Wet-Suit as he travels through the eerie depths of the Route 4 pond. They will fire mini-harpoons at Wet-Suit, but the harpoons are fairly easy to avoid because there are rock formations to hide behind. The SCUBA divers must be hit three times before they will be defeated.



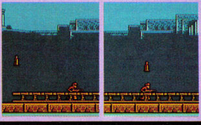
Wet-Suit must be careful to avoid the moving mines. If he comes too close, they will trip, follow, explode and break up into shrapnel. It's best to shoot them from a distance. A Level 3 or 4 gun does the job nicely. Be sure to get all the Power-Ups while you are underwater.





MISSED POWER-UPS

Unless you desperately need them, don't follow Power-Up items to the left if you missed them the first time. Whatever you defeated to get that Power-Up will have returned, but this time they may have no item to give you if you defeat them again.

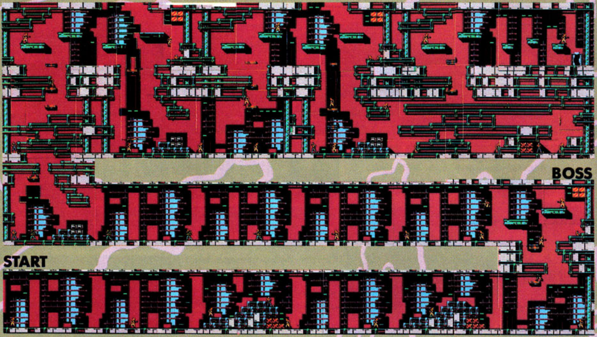


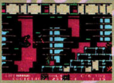
AREAS A-C DESTROY COBRA'S BASE

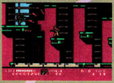
"Stalker here. Get ready for some serious searching and battles with tough bosses. Areas A and B are long and complex. Be sure to consult the maps—they are very helpful. We all know you can do it, Joe. Fight hard!"

AREA A

Search Area A looking for captives who have been tied up and left stranded by the Cobra Organization. The first half of this area is not too difficult, but the second half is rather hard to search because you must ride various lifts looking high and low for captives.







LASER FIGHTER

Laser Fighters will fire off several rounds when approached. The best way to defeat them is to jump over and punch from behind.

HIDDEN POWER-UPS

This type of box formation will usually contain at least one Power-Up. Sometimes they will contain other useful items, too! Shoot or punch the boxes.

AREA B

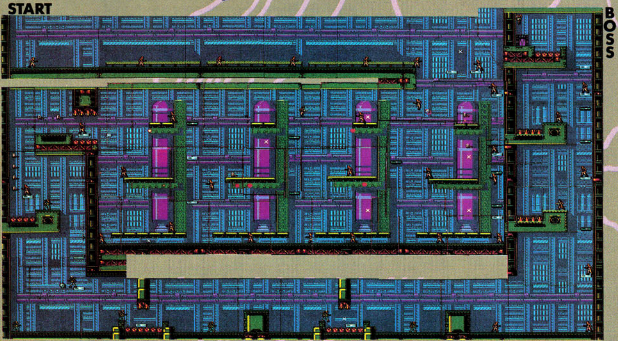
Area B is the most difficult stage so far in this mission. Your character will automatically place a bomb on each X in the area when the X is passed over. The time limit can come into play if you miss some of the markers.

PLATFORMS

Use the platforms to make your way up and down through the level. Learn the timing of each enemy so you can dodge their shots.

IGNORE THE ENEMIES

Avoid most of the enemies in Area B. Concentrate on getting the Power-Ups and ammo that are out in the open.

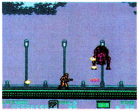


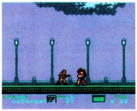
AREA C

Area C is much shorter than Areas A or B. Move right defeating most of the enemies until you reach the launching pad for the space shuttle. Ascend the launching pad using the moving platforms.

MANY DIFFERENT ENEMIES

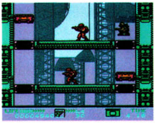
Even though this area is relatively short, there are plenty of enemies and obstacles to confront. Watch out for the flying gunships. They will fire three shots from the front and three shots from behind as they go past you. If your gun is powered-up to Level 3 or 4, you should have no problem taking the ships out. Laser-toting foot soldiers will challenge you, but a few good blasts should take care of them. Jump over and shoot the Mini-Boss from behind because the shield he carries will block your shots.

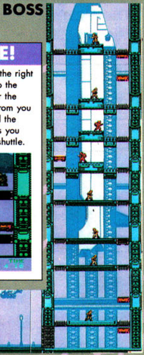


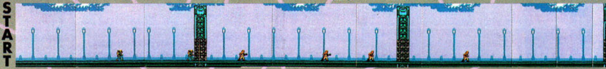


CLIMB, JOE!

Use the moving platforms on the right and left to make your way up the launching pad tower. Wait for the foot soldiers to move away from you then time your jumps to avoid the spiked girders. Fire Fly awaits you inside the nose of the space shuttle.



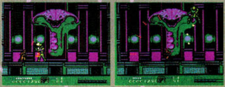




CONFRONT EACH BOSS

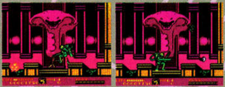
AREA A
OVERKILL

Overkill walks toward you and fires off exploding missiles. After firing the second missile he will jump up and over you while raining sparks down upon you. You must jump to avoid the missiles. Shoot or punch Overkill just before he jumps. When he jumps, move quickly to the other side of the room then blast him with your gun.



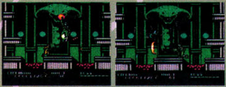
AREA B
CESSPOOL

What a slime! Well . . . what do you expect from a character named Cesspool? This boss will appear, disappear and reappear. No problem you say? Guess again! Cesspool will reappear in the same area that your character was in when he disappeared. Obviously, your character should immediately move to a different area.



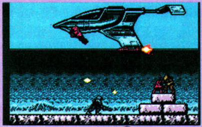
AREA C
FIRE FLY

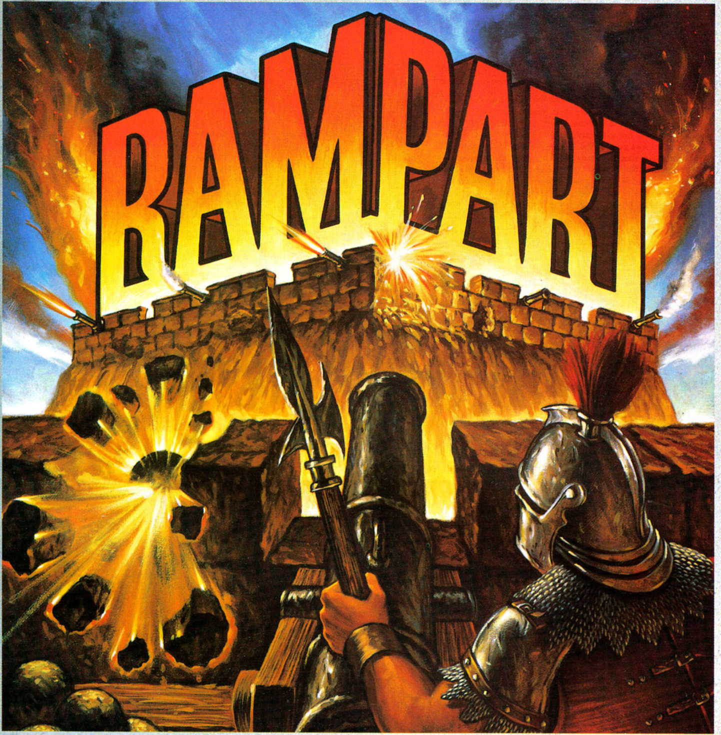
Fire Fly will first shoot an energy ball at you, so jump quickly! Wherever you are standing when Fire Fly disappears is the same spot he will reappear. As soon as he disappears, you'd better move from that spot—fast. On his second attack, Fire Fly will try to crash into you. A wide laser attack will come at you on his third attempt.



YO, JOE! THERE'S MORE!

By no means is this over! We've only scratched the surface. The remaining levels of G.I. Joe: The Atlantis Factor are extremely difficult and only those gamers brave enough to fully accept this challenge will prevail. A true Joe will always come out on top because they will fight for freedom wherever there's trouble and will never give up. Look out, Cobra!

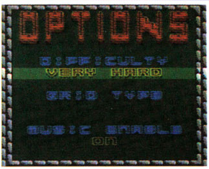




CASTLES AND CANNONS COME ALIVE

Jaleco's unique strategy and action game comes to the NES from a successful engagement at the arcades. Your aim in Rampart is to secure a large territory by building walls, or "ramparts" around all the castles in a territory. The only problem is that the enemy, either computer-controlled navies or a human opponent bent on building his own walled empire, destroys your ramparts with cannon shots. After each battle, you have a limited time to rebuild and expand your walls, but how you build and where is determined by the shapes of the rampart pieces. By enclosing larger areas of territory and new castles, you'll add new cannons for extra fire power. You'll also earn points that determine the winner. Although the graphics are simple, this game is fascinating and fun.

OPTIONS



OPTIONS

DIFFICULTY
VERY HARD

GRID TYPE

MUSIC ENABLE
ON

There are two sets of options available to Rampart Commanders. In the single-player game, you can choose your difficulty level and different map grids. Two-player options include number of shots required to defeat a cannon and the number of battles per game.

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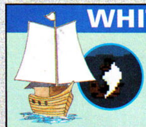
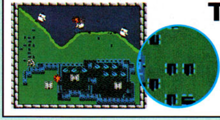
THE ENEMY AT SEA

WHITE SHIPS



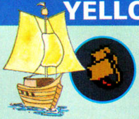
Most enemy fleets consist of White-masted ships. Each ship fires one cannon shot at a time at your walls. Some ships are fast, whereas others don't move at all.

TANKS



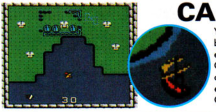
Tanks move onto the land when a ship reaches the shore. They harass your builders during the Rebuild Phase. You can't build a rampart where a tank is located.

YELLOW SHIPS



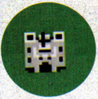
The Yellow-masted ships are rare and usually appear amidst many white ships. They are tougher to defeat, but they still shoot only one shot at a time.

CANNONS



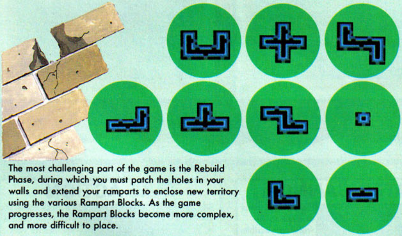
You receive extra cannons by enclosing areas and earning battle points. Cannons can be placed only in the black areas enclosed by ramparts. Closure is critical.

KEEPING UP THE CASTLE



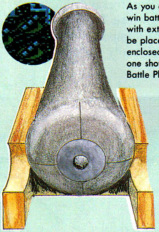
The Rebuild Phase of the game is critical. You have only a limited time in which to repair the damage to your walls and enclose your castles and cannons. A block appears above the castle at the beginning of Rebuild. You must find a place to fit it into your wall, either to fill a hole or to add onto a wall. The pieces can be rotated and moved to any part of your territory for placement. Once a piece has been placed on the map, another block appears. By placing these blocks strategically, you'll rebuild your fort and enclose the castles. If you fail to enclose at least one castle, you'll lose the round.

BUILDING BLOCKS



The most challenging part of the game is the Rebuild Phase, during which you must patch the holes in your walls and extend your ramparts to enclose new territory using the various Rampart Blocks. As the game progresses, the Rampart Blocks become more complex, and more difficult to place.

BOMBARDMENT

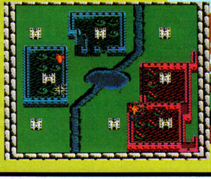


As you enclose new territory and win battles, you will be awarded with extra cannons. Cannons can be placed only inside an enclosed area. Each cannon fires one shot at a time during the Battle Phase, so having more cannons means you'll have a greater chance of sinking ships in the one-player game and damaging walls in the two-player game. Cannons are tough, too. It takes multiple hits to destroy one. When enclosing new territory, always leave enough space to fit in extra cannons.

THE TWO-PLAYER TRIUMPH

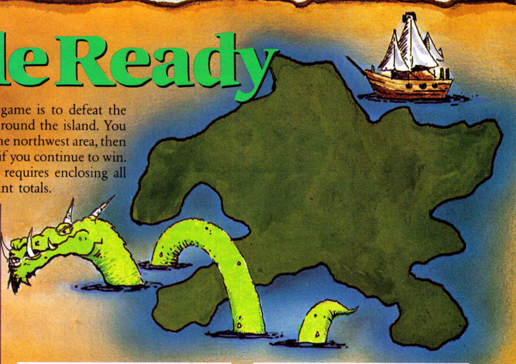
RAMPART
BLUE PLAYER
RED PLAYER
PRESS BUTTON TO JOIN
05
PLEASE WAIT

You face each other across a body of water, two commanders behind strong walls, cannons primed and ready. Suddenly you hear the word "Fire!" and the battle begins. This is Rampart for two—a game of strategy, speed and incredible fun. Somehow, victory means more when your opponent begs for a rematch.

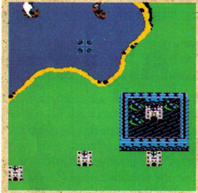


Battle Ready

The goal of the one-player game is to defeat the navies in each of the areas around the island. You begin on the easiest level in the northwest area, then move to more difficult areas if you continue to win. To win the war in one area requires enclosing all castles and earning high point totals.

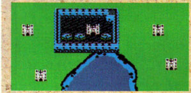


BEGINNER LEVEL

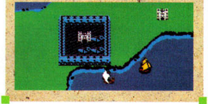


Your first castle-building campaign begins with few enemy ships attacking your fort and only four castles to enclose. The ships are slow and the Rampart Blocks are simple and easily used to make repairs.

More advanced levels are reached by defeating navies several times in a row, enclosing all your castles, and amassing lots of points. You can earn points by sinking ships and by enclosing territory and castles.

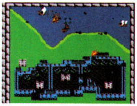


As you progress further, more ships attack, and many are swift and make difficult targets. More yellow ships appear, and more castles must be enclosed. Enemy gunners also destroy strategic sections of wall.



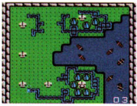
GENERAL TIPS

WATER CANNON



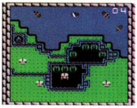
Place the cannons as close to the water as possible. Your cannon balls will be in the air less time, which means you can shoot more often and hit more ships.

TAKE ACTION



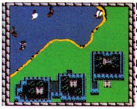
If a block doesn't fit where you need it, don't waste time with it. Put it in another hole, slap it over a hole, or start a new enclosure around another castle.

USELESS AREAS



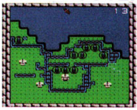
Although you can enclose an area as small as one building block, it won't do you any good. To continue the battle, you must enclose at least one castle.

COMPARTMENTALIZE



Enclose each castle in its own rampart compartment as the game progresses. The likelihood of keeping a castle enclosed goes up if you do this.

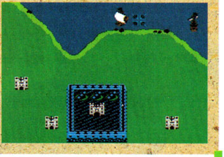
THE COVER UP



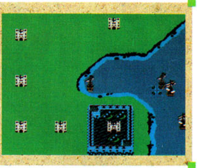
If a piece won't fit in a hole, maybe it will fit over a hole. Turn the rampart piece to see if you can lay it across a gap and thereby complete the enclosure.

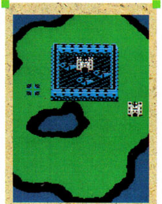
ADVANCED LEVELS

In the advanced levels of Rampart, you'll face fast armadas with gunners who aim carefully at strategic points of your wall.



With more castles to enclose at the advanced levels, you must choose your beginning castle with care. Usually the castle in the middle gives you the most options.

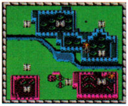




The strategic shots of the enemy will be aimed at rampart segments that require single building blocks to fill them. Single building blocks are rare at advanced levels.

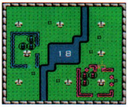
TWO-PLAYER TIPS

SWISS CHEESE



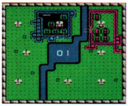
It is better to blow lots of small holes in your opponents walls than to knock the entire wall down. Holes are hard to fill, but walls are easy to build.

ON THE EDGE



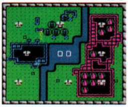
It is harder to replace holes in walls that are built on the edge of the screen or water, because many pieces won't fit. Similarly, you shouldn't build on the edges.

GET CLOSURE



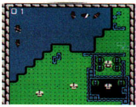
Achieving closure around at least one castle is essential. It is best to enclose the castle with the most cannons. Try to devastate the opponents castle with the most cannons.

CLOSE TARGETING



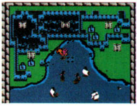
Aim at your opponent's nearby castles first. Since your cannonballs are in the air less time, you'll be able to fire off more shots during the limited time of the battle.

SINGLE BLOCKS



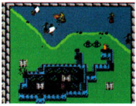
Don't place corners against the water or edge of the screen. If the corner block is hit, only a single block will fill it, and they are often hard to come by.

CLOSEST SHIPS



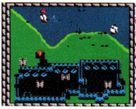
Aim at the nearest ships first. Their cannon balls require less time to reach your walls, and can wreak greater havoc.

YELLOW SHIPS



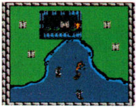
Yellow ships are a threat because they are hard to kill. Wipe them out early while you still have time, then move on to the white ships.

EXTRA CANNONS

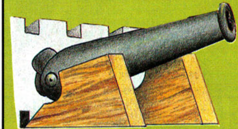


Your fire power increases by one shot with each added cannon. Make sure to leave ample room in each enclosure where you can place extra cannons.

SLOW DOWN

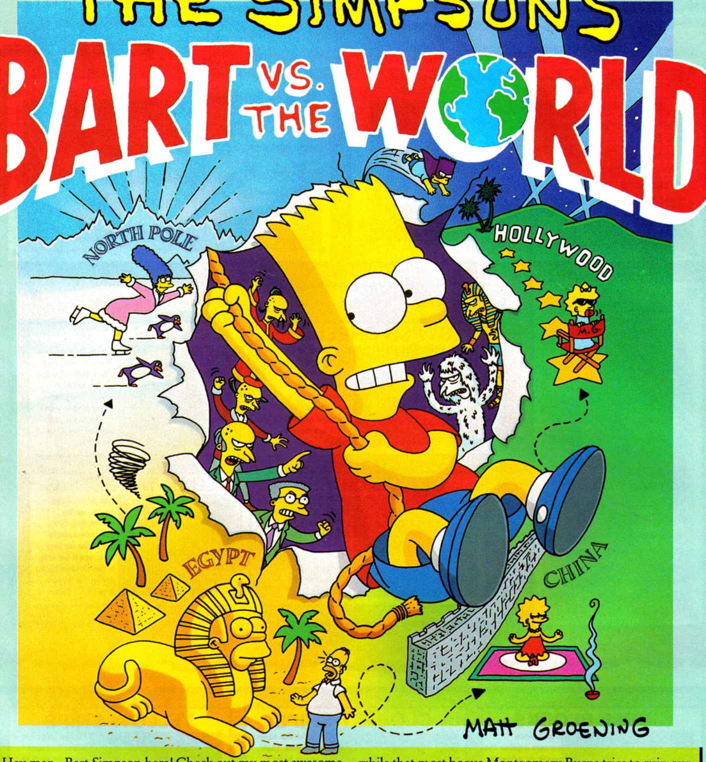


Aim for the slowest ships first. They are easy to hit and if you sink them there will be less damage to your ramparts.



THE SIMPSONS™

BART VS. THE WORLD



Hey man—Bart Simpson here! Check out my most awesome adventure yet in The Simpsons: Bart vs. the World! I get to travel all over the world and visit the most bodacious places while that most bogus Montgomery Burns tries to ruin our trip. I say no way, though—as long as Bartman is around, his plans are going to be foiled everytime!

AWESOME ITEMS, DUDE!

Firecracker Balls

Toss these at any dudes who try to mess with Bart, and they'll back off!

Small Diamond

Grab a Small Diamond for some bodacious bonus points!

Bartman

Get the Bartman and Bart can fly for a few seconds. For real, dude!

Cheap Krusty

Pick up 15 Cheap Krusty Dolls for a handy extra Bart.

Grape Squishee

Time for a refill! Grab the Grape Squishee to replace one of Bart's missing Life Dots.

Jebediah's Head

Just an old dude's head? Au contraire mon frere! This head will make Bart temporarily invincible.

Big Diamond

A Big Diamond means a totally cool extra Bart for you!

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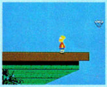
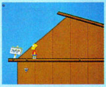
CHINA

The first stop on Bart's itinerary is China. He's supposed to take a ride on some junky junk, but that's way too boring for him. Bart is in the mood for something a little more exciting—like jumping ship and heading for the Great Wall! No sightseeing for this kid, though. It's time to skateboard!

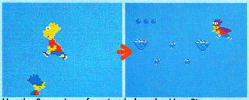
Junk



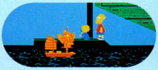
Start climbing the masts and try to find a way to get off this leaky tub!



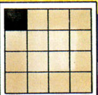
Touch the Map Sign and you'll be off to the Great Wall for some real action.



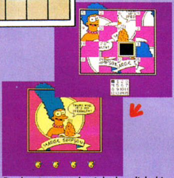
Use the Super Jump from just below the Map Sign to get the Bartman, then fly up and around to get the Big Diamonds.



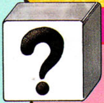
Talk to baby Maggie in China and she'll give you the Toy Junk. Collect the Krusty Item in each stage to get the Bonus Game at the end.



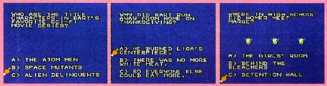
Sliding Puzzle



Fix the picture so that it looks a little bit more like Marge and you can earn some extra Krustys. It's best to work up from the bottom row.



Simpsons Trivia



WHO ARE THE TITLE CHARACTERS IN BART'S FAVORITE SCI-FI MOVIE SERIES?

A> THE ATOM MEN
B> SPACE MUTANTS
C> ALIEN DELINQUENTS

WHY DID BART RUN AWAY FROM HOME ON THANKSGIVING?

A> HE BURNED LISA'S CENTERPIECE.
B> THERE WAS NO MORE WHITE MEAT.
C> SO EVERYONE ELSE COULD EAT MORE.

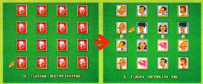
WHERE IN HIGH SCHOOL DID HOMER MEET MARGE?

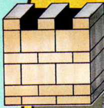
A> THE GIRLS' ROOM
B> BEHIND THE BLEACHERS
C> DETENTION HALL

Test your Simpsons knowledge with some tough trivia. Answer three questions in a row correctly to get three extra Krustys.

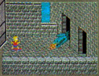
Card Match

A good memory will get you four extra Krustys in the Card Matching game.

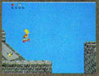




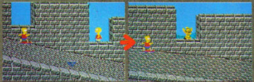
The Great Wall



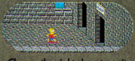
There are lots of useful souvenirs to pick up here, like Krustys and Diamonds.



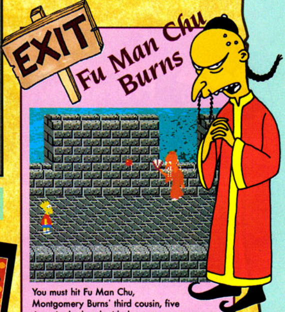
They don't make walls like they used to! Get some speed and hit the ramp to get over the gaps.



Touch Lisa, then pick up the Stone Krusty Statue farther down.



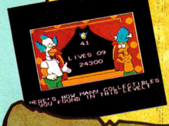
Choose the right door to exit, or choose the left to keep going and collect more items.



Fu Man Chu Burns

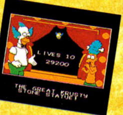
You must hit Fu Man Chu, Montgomery Burns' third cousin, five times in the head with the Firecrackers in order to proceed.

ADD IT ALL UP!



41
LIVES 09
24300
HERE'S HOW MANY COLLECTIBLES YOU FOUND IN THIS LEVEL!

At the end of the stage, you'll get a hearty "congratulations," from Krusty the Clown himself. He'll add up all the Krustys you collected, award your extra Barts, and tell you of any special items you picked up.

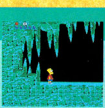


LIVES 10
29200
THE GREAT KRUSTY STONE STATUE!

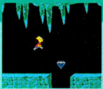
NORTH POLE

Bring your mittens, because Bart's next stop is in the chilly North Pole. There doesn't seem to be much to see around here, but maybe Bart can catch a glimpse of a reindeer or maybe he could even build a Snow-Bart! Surely that would be better than going to school, just as long as there aren't any Abominable Snow Things lurking around . . .

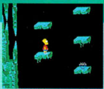
Ice Cave



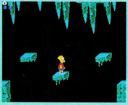
Take your time going through this Ice Cave—you never know what lies ahead . . .



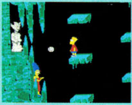
Be sure to watch out for all those falling icicles!



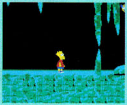
If you wait patiently, you might be able to catch a Big Diamond among the snowflakes.



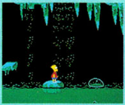
Here's a tricky jump. Use the Super Jump to make it across.



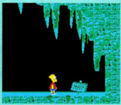
Throw Marge's snowballs at the icicles to loosen the special Krusty-the-Snowman doll.



You're not really stuck! Super-run into the wall to break through.

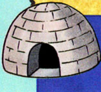


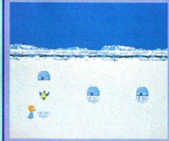
Wait until the bubble is at its biggest before you jump on it.



Totally awesome moves, man. You made it to the Map Sign.

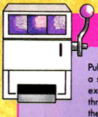
Igloo Shell Game



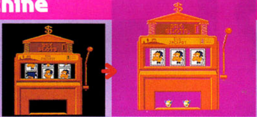


Help baby Maggie keep an eye on the Krusty and you'll be able to keep it.

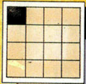
Slot Machine



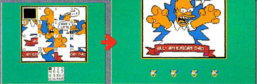
Pull the handle and take a spin at winning three extra Krustys. Match three of a kind, and they're yours.



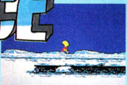
Sliding Puzzle



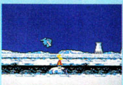
This time, you have to return Homer to his "normal" state. Although he might not seem very grateful, you'll get four extra Krustys.



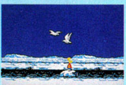
Frozen River



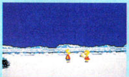
Jump up and down to get these icebergs flowing.



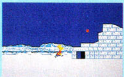
Watch out for these not-so-friendly fish!



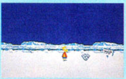
The Sea Gulls will make a beeline for you as well.



Talk to Lisa for a Firecracker fill-up.



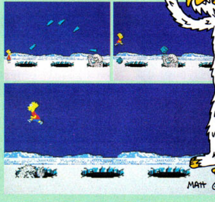
Melt the Igloo for the Krusty-the-Ice-Cube doll.



Cowabunga! You made it to the Map Sign!

Abominable Snow Burns

Jump on Montgomery Burns' nephew's son's head five times to move on to a warmer place.

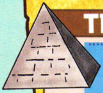


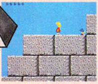
MATT GROENING

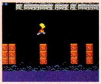
EGYPT

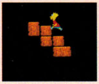
Now this is more like it, man! It's time to do it Egyptian style in the land of the ancient Pharaohs. There is plenty of sand to build Sand-Barts, but the outlook isn't good for skateboarding on this stop. Oh well—don't have a cow, man. How about checking out this groovy Pyramid instead?

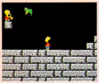
The Great Pyramid

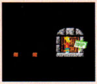


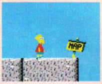

Grab the handy Bartman and fly up to the secret entrance.


Watch your step on these bouncy platforms.


It's not easy to keep up with this unpredictable moving platform.

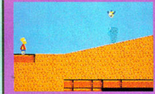

Put up with Lisa playing her sax for the Krusty the Mummy doll.

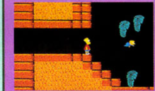

Don't be too anxious to get out just yet!

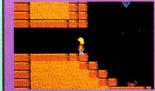


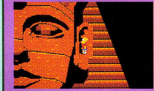
Jump over the Map Sign to get a Bartman.

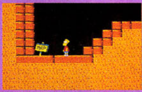
Valley Of The Kings


Don't stand in one place too long or you'll sink like a brick.


Maggie is waiting to give you the Krusty Sand Sculpture.

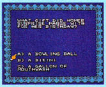

Use a Bartman to grab the Big Diamonds that are up high.


Try looking in the Pharaoh's right ear for a secret exit.



Good thinking! Here's the exit.

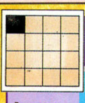
Simpsons Trivia

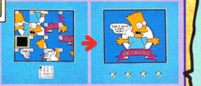

WHAT GIFT DID HOMER SURPRISE MARGE WITH FOR HER BIRTHDAY?

A) A BOWLING BALL
B) A BIKINI
C) A GALLON OF MOUTHWASH

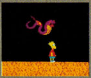
Here's another chance for some extra Krustys.

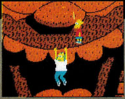
Sliding Puzzle

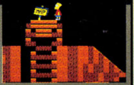



Rearrange Bart himself, but don't have a cow!

The Sphinx

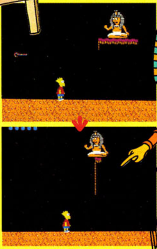

Watch out for the Snakes as they swoop down toward you.


Step on Homer's hands to free him and receive the Krusty-the-Sphinx doll.

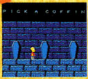


Climb to the very top of the Sphinx's head to find the Map Sign.

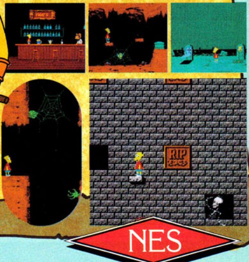
Ramses Burns


Grab the string and give it a tug to show this big lug on the rug who's the boss!

Sneak Preview



The first stages were a breeze compared to what is up ahead. Let out a big "Aye Carumba" and give the upcoming stages a go!

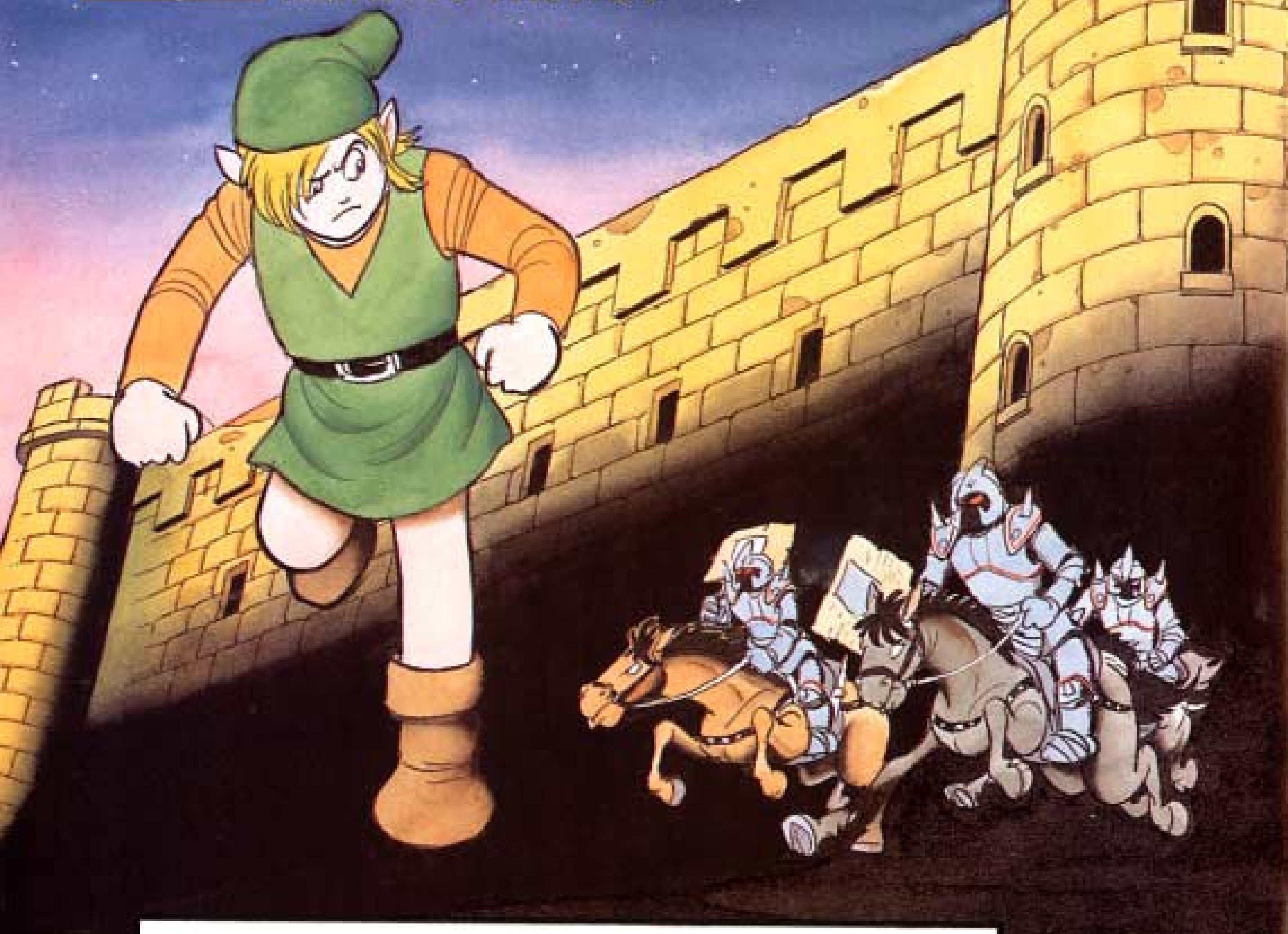


CHAPTER TWO

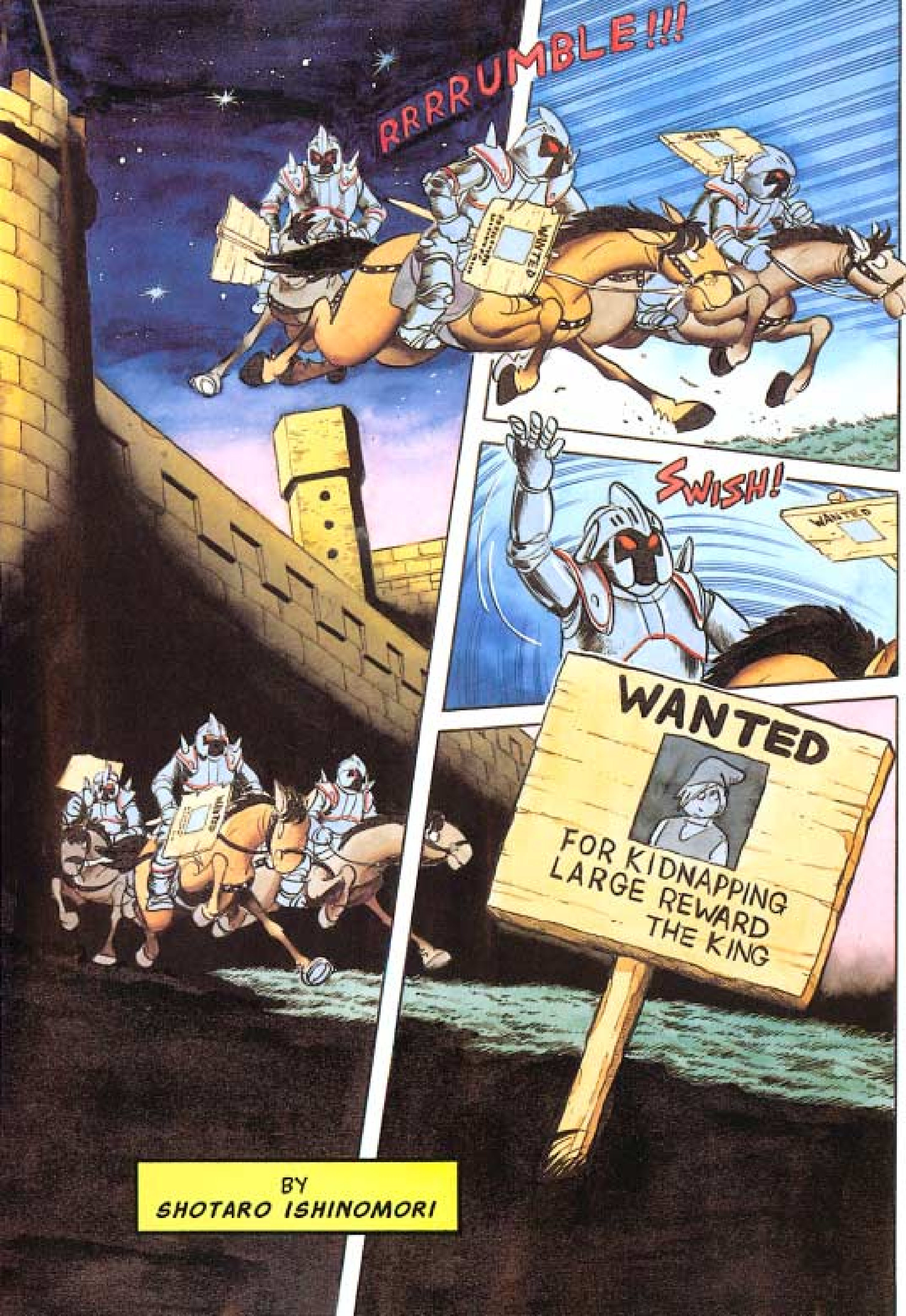
WISE MAN'S WARNING

THE LEGEND OF ZELDA

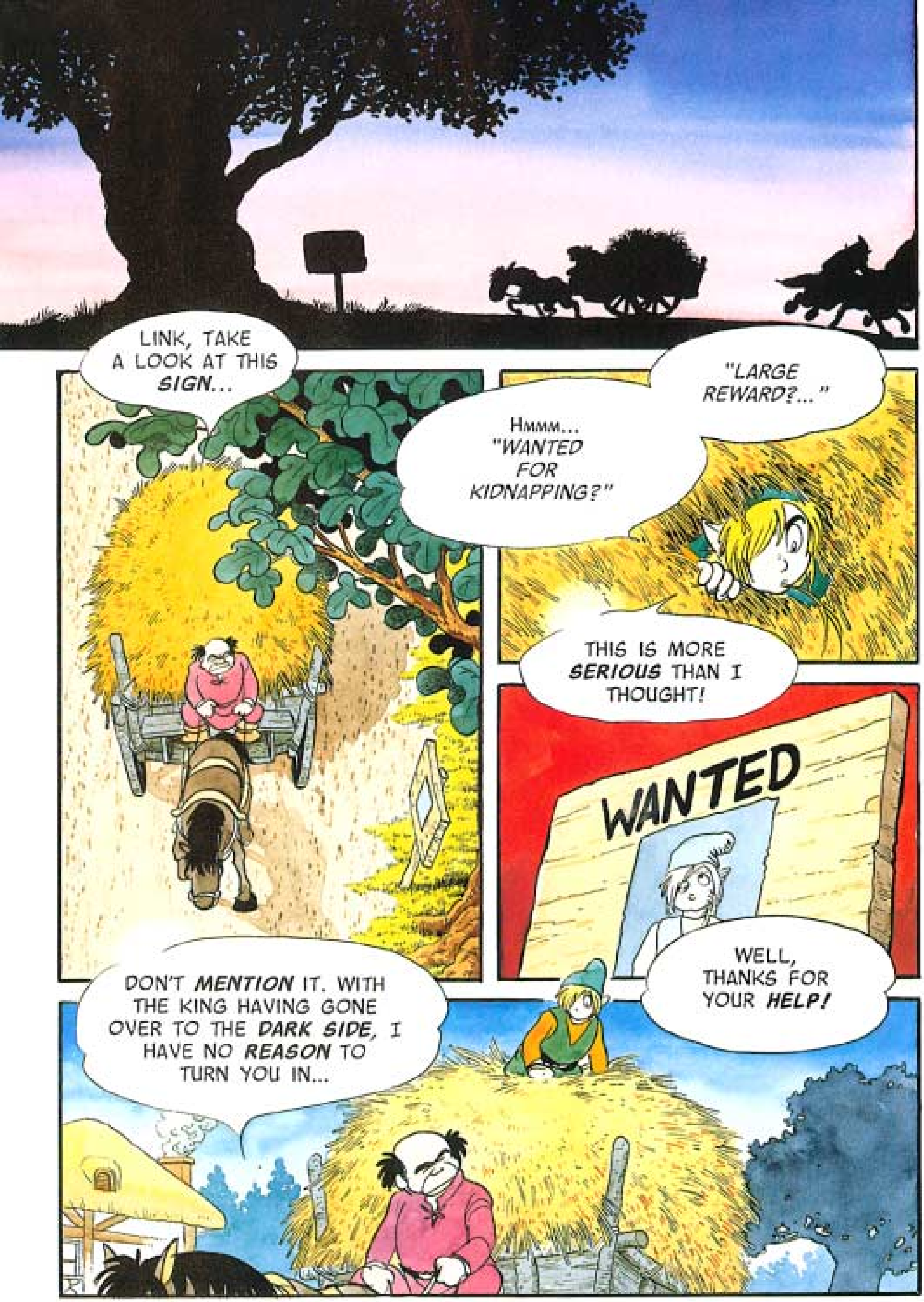
A LINK TO THE PAST™

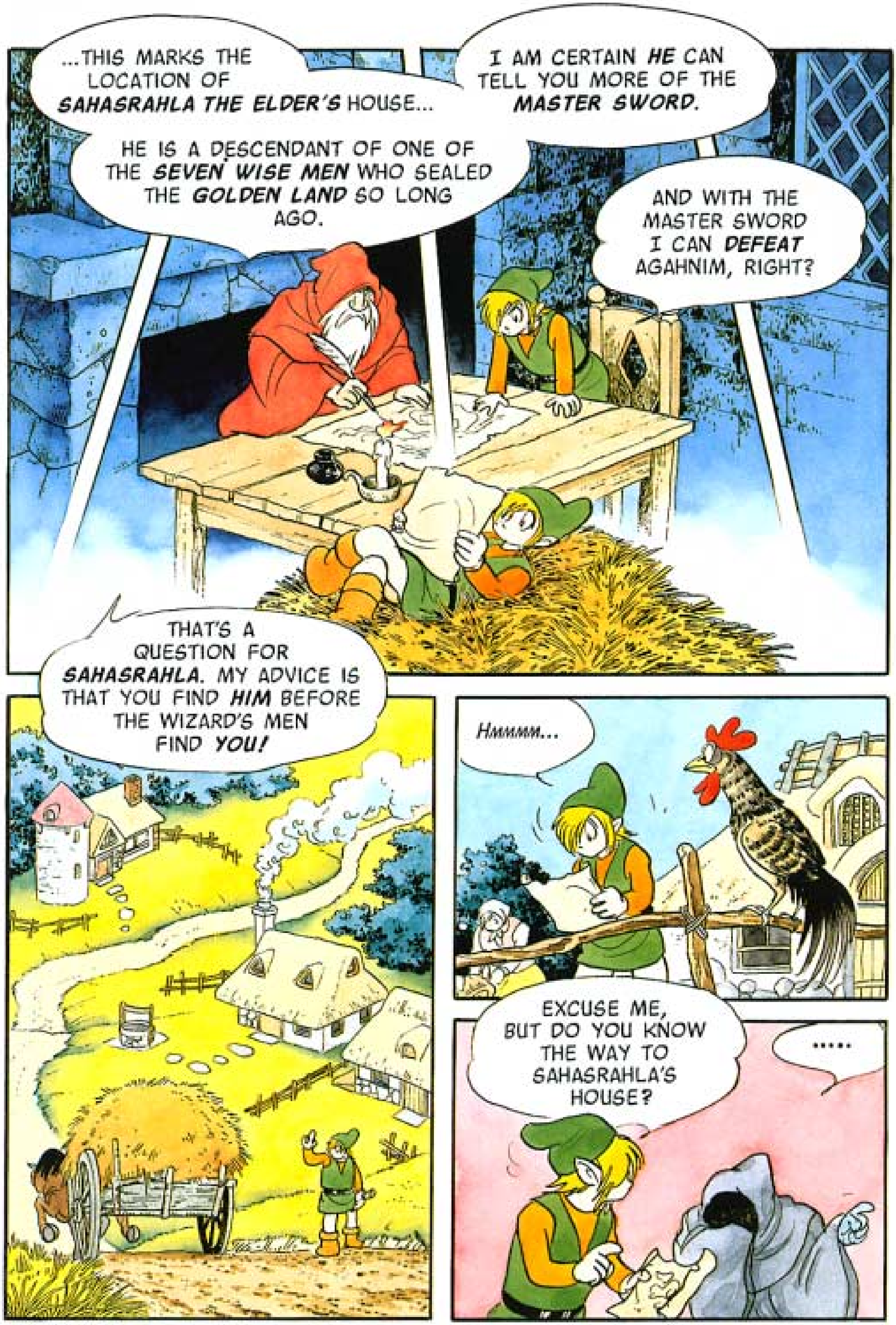


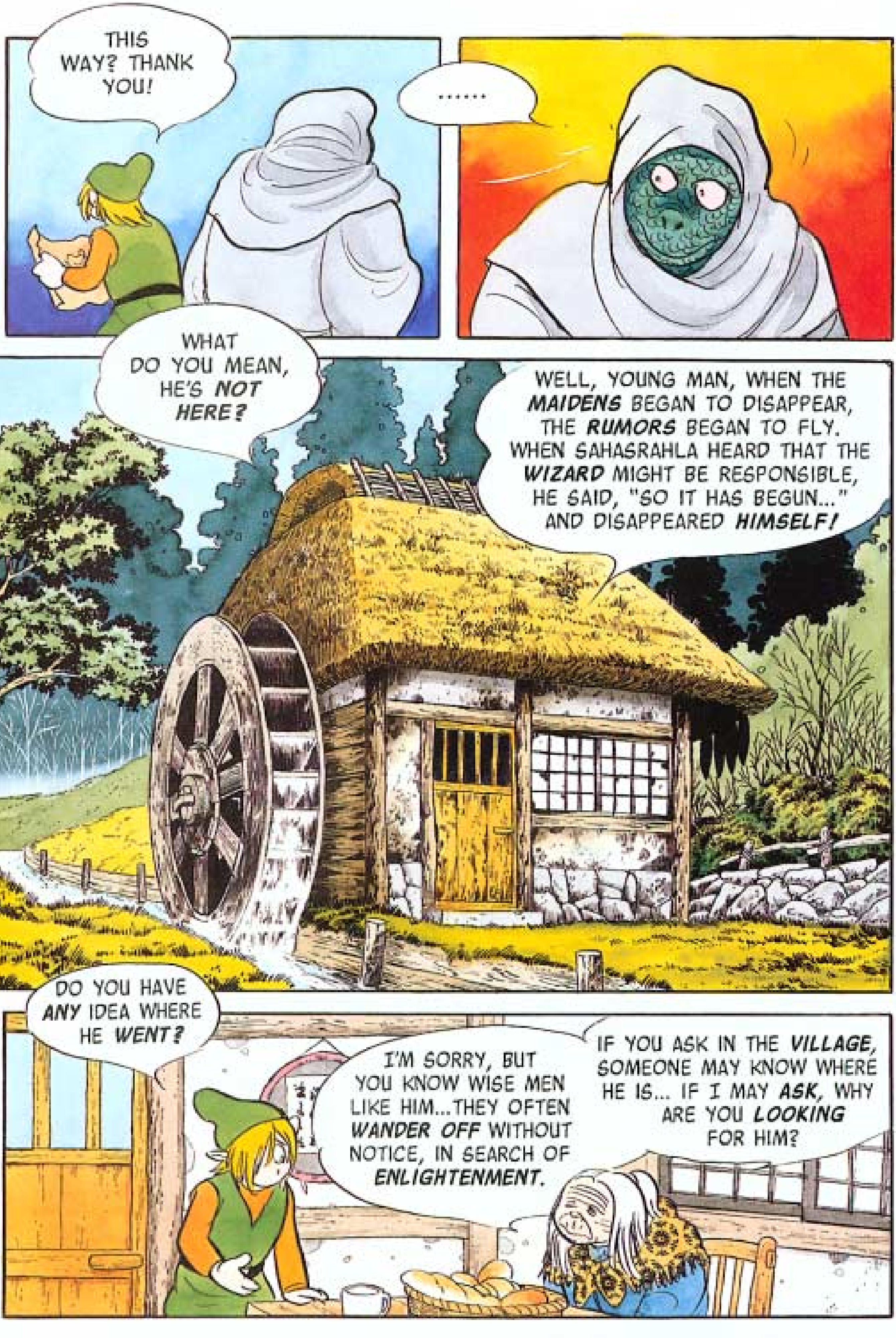
*HEEDING THE TELEPATHIC SUMMONS OF **PRINCESS ZELDA**, THE YOUNG WARRIOR, **LINK**, BRAVELY STORMED **HYRULE CASTLE** AND RESCUED HER FROM THE CLUTCHES OF THE EVIL WIZARD **AGAHNIM**. LINK'S HEROIC EFFORTS TO DEFEND HER WERE **FUTILE**, HOWEVER AS THE WIZARD SOON FOUND AND **RECAPTURED** HER. NOW, LINK SEARCHES FOR THE ONLY WEAPON **POWERFUL** ENOUGH TO DEFEAT HIS FOE. AGAHNIM, **POSING** AS THE **KING**, HAS PLACED A **PRICE** ON LINK'S HEAD...*

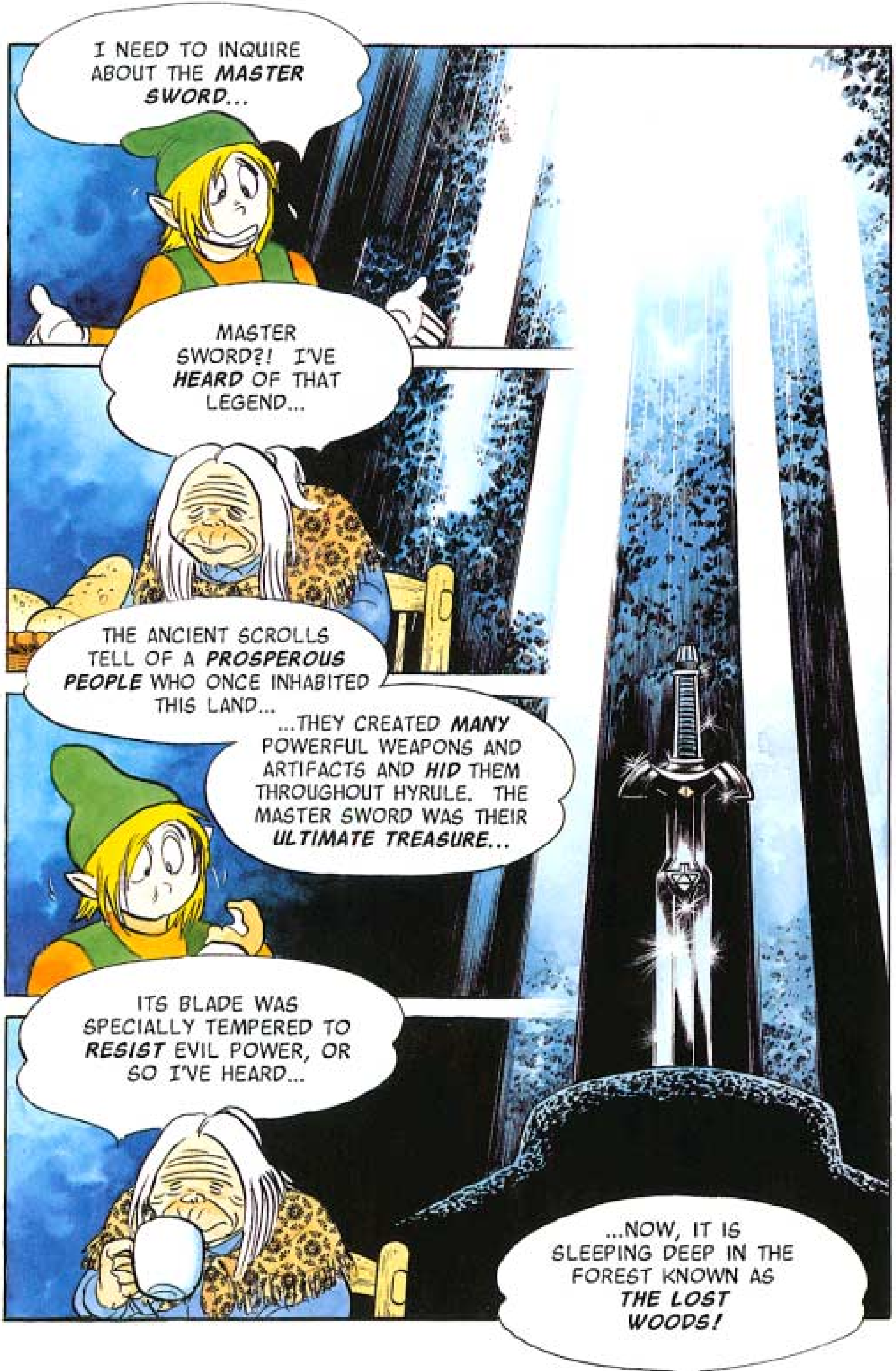

RRRRUMBLE!!!
WANTED
SWISH!
WANTED
WANTED
FOR KIDNAPPING
LARGE REWARD
THE KING

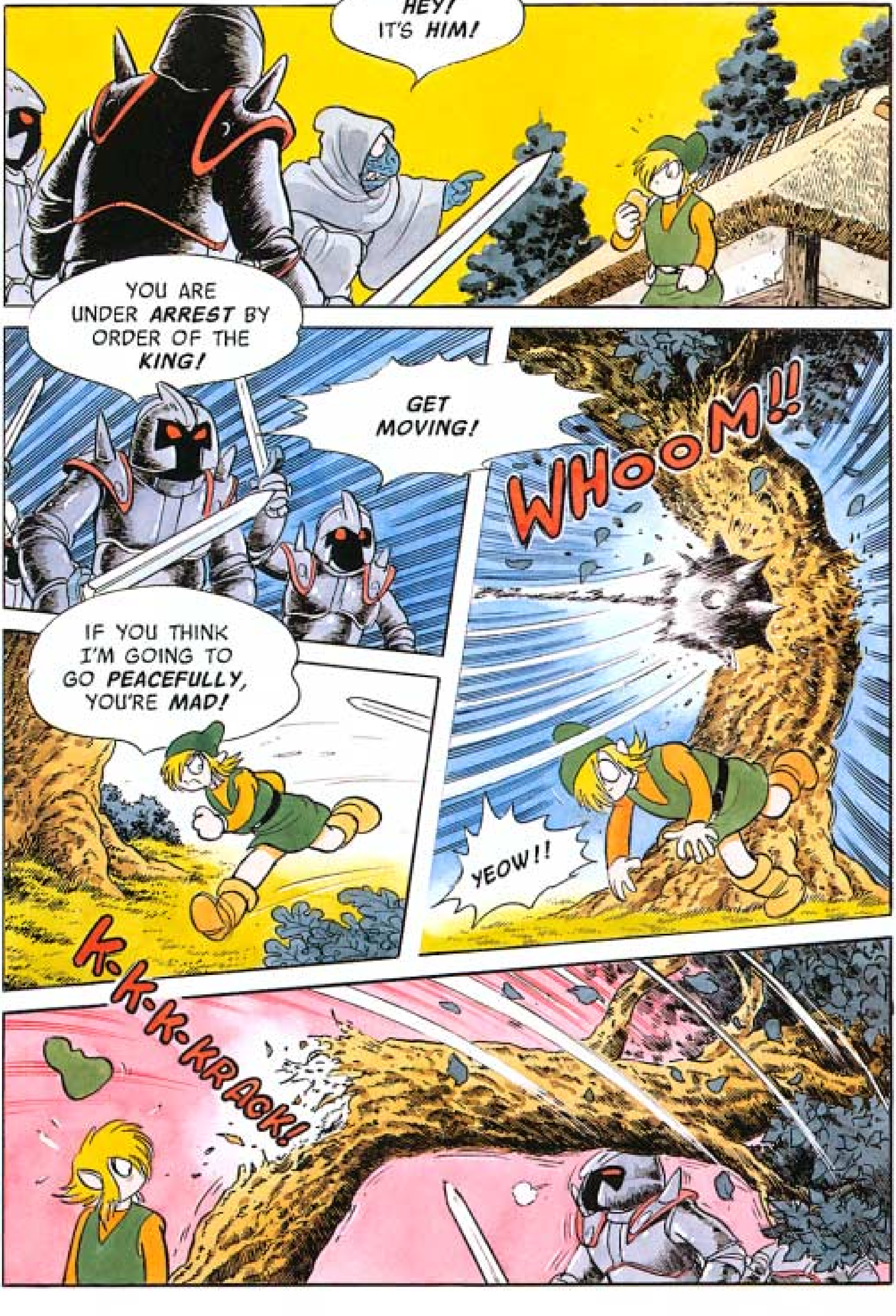
BY
SHOTARO ISHINOMORI

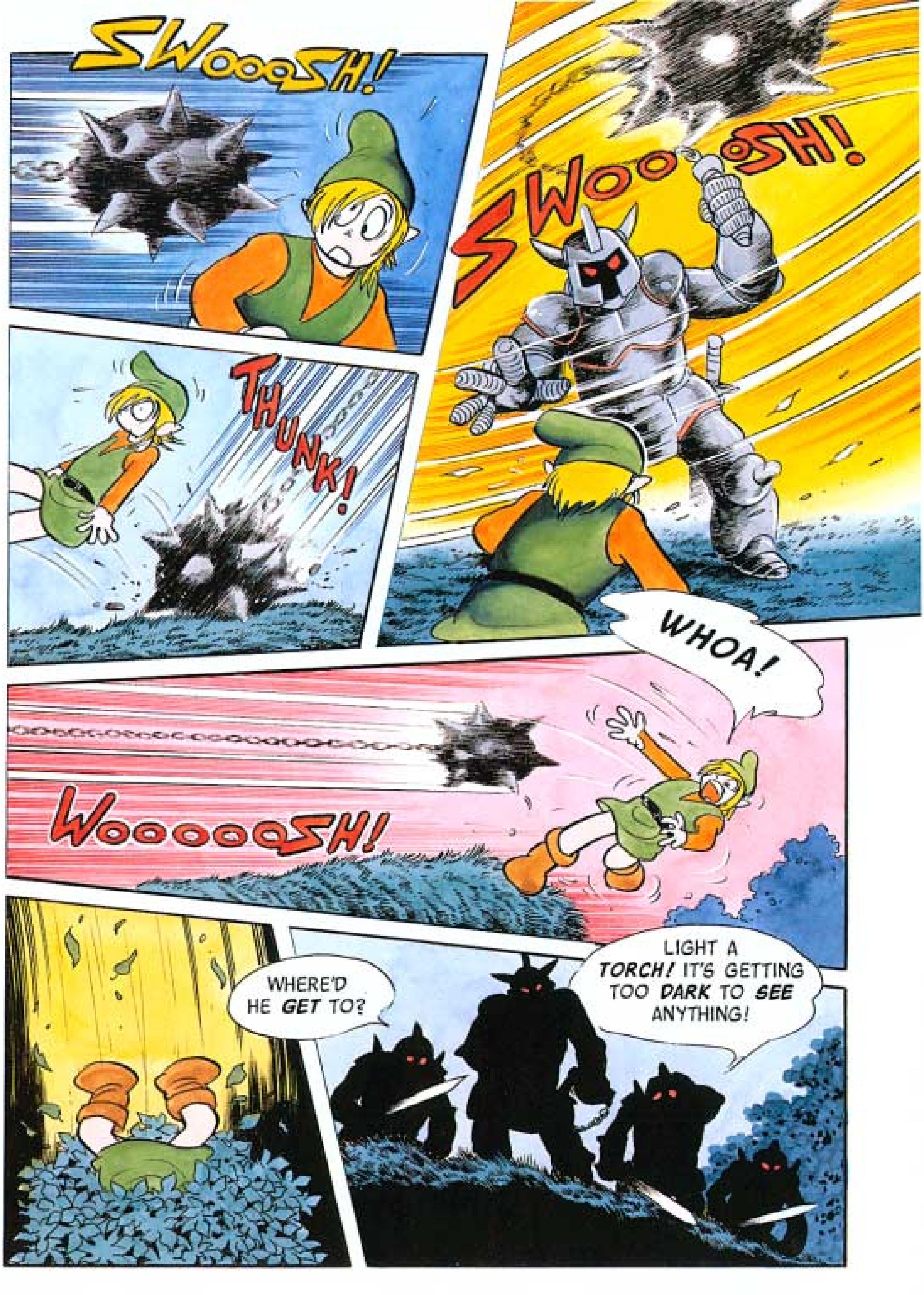

LINK, TAKE A LOOK AT THIS SIGN...
HMMM... "WANTED FOR KIDNAPPING?"
"LARGE REWARD?..."
THIS IS MORE SERIOUS THAN I THOUGHT!
WANTED
WELL, THANKS FOR YOUR HELP!
DON'T MENTION IT. WITH THE KING HAVING GONE OVER TO THE DARK SIDE, I HAVE NO REASON TO TURN YOU IN...

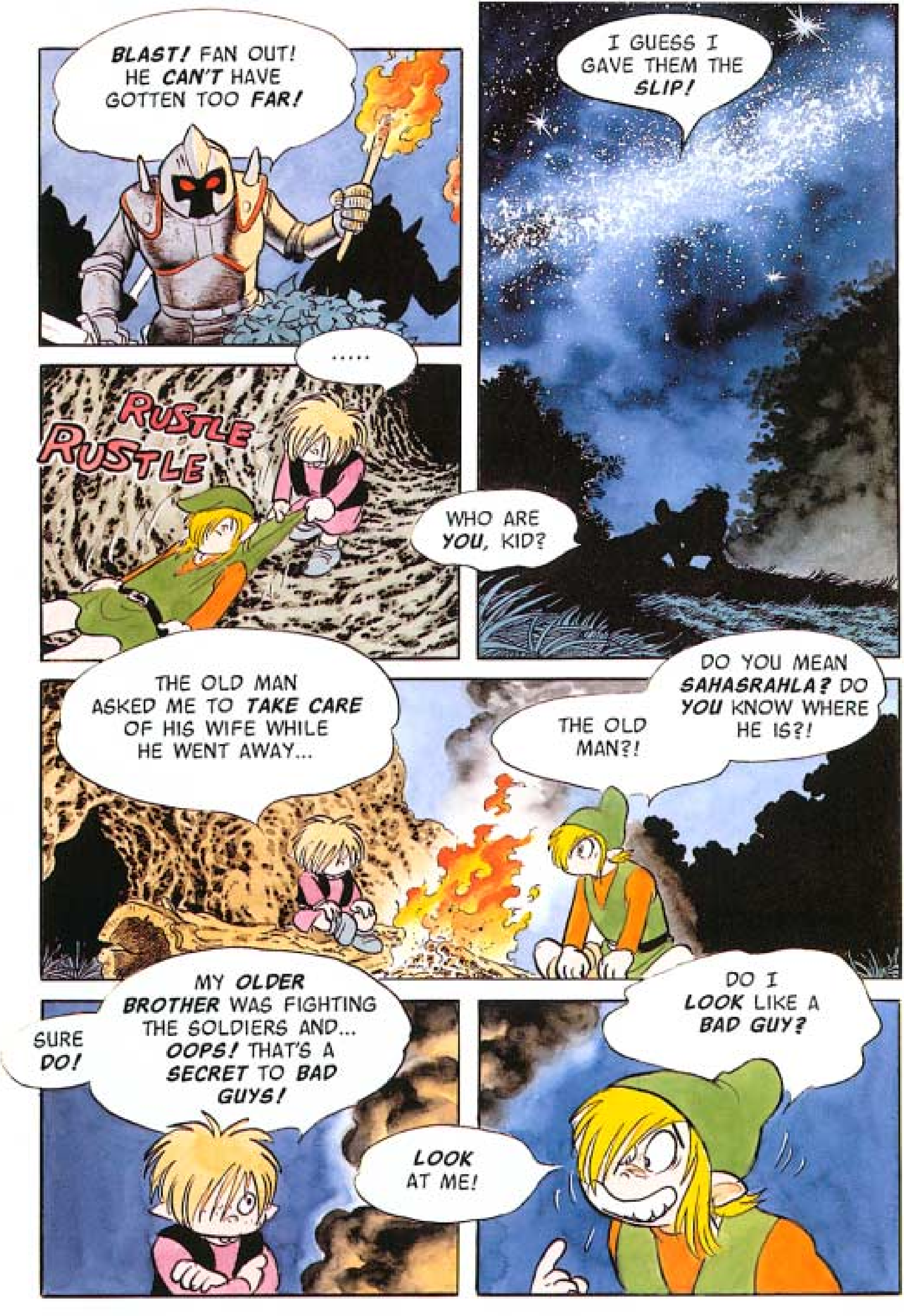

...THIS MARKS THE LOCATION OF **SAHASRAHLA THE ELDER'S** HOUSE...
HE IS A DESCENDANT OF ONE OF THE **SEVEN WISE MEN** WHO SEALED THE **GOLDEN LAND** SO LONG AGO.
I AM CERTAIN **HE** CAN TELL YOU MORE OF THE **MASTER SWORD.**
AND WITH THE MASTER SWORD I CAN **DEFEAT** AGAHNIM, RIGHT?
THAT'S A QUESTION FOR **SAHASRAHLA.** MY ADVICE IS THAT YOU FIND **HIM** BEFORE THE WIZARD'S MEN FIND **YOU!**
Hmmmm...
EXCUSE ME, BUT DO YOU KNOW THE WAY TO SAHASRAHLA'S HOUSE?
.....

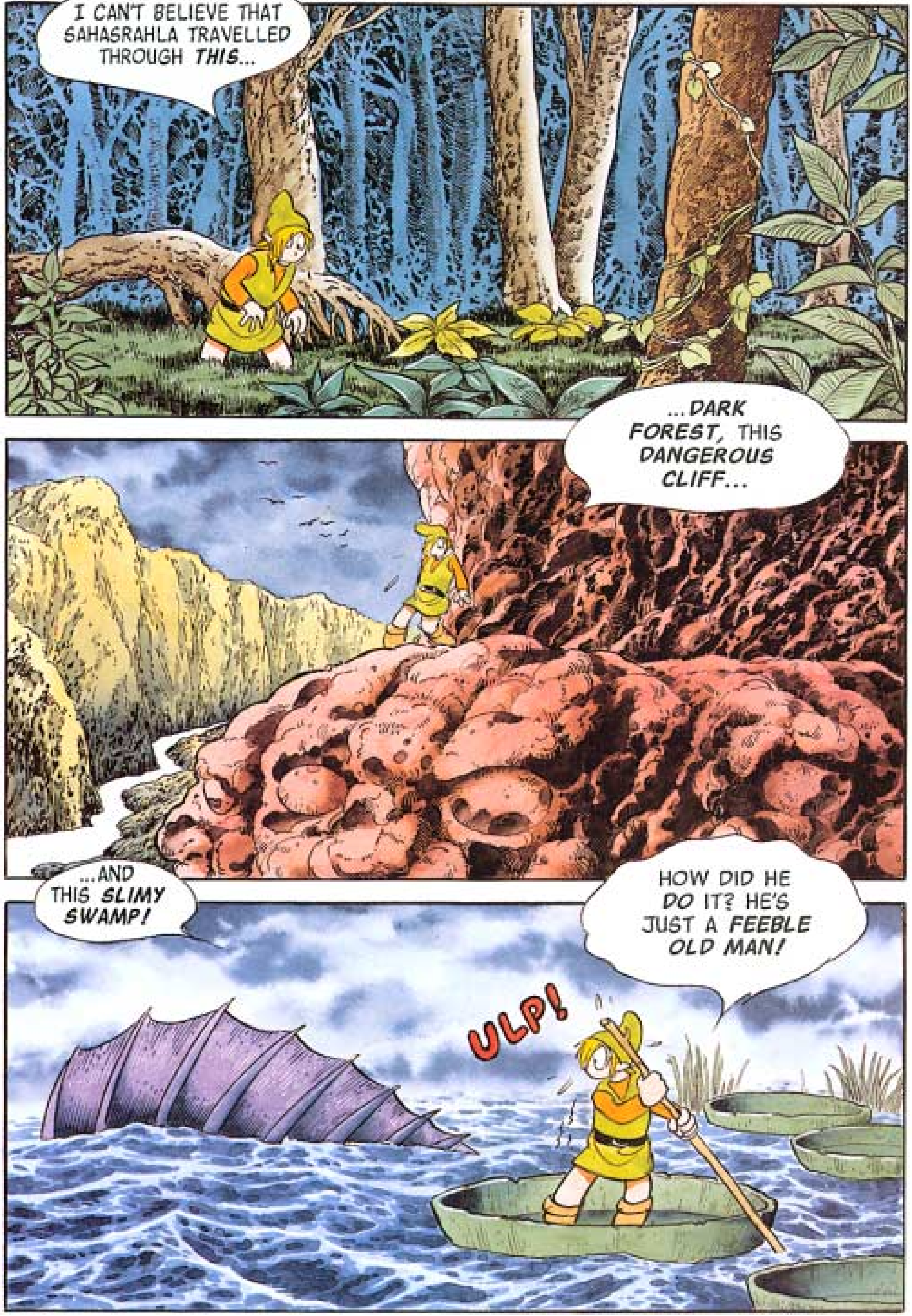

THIS WAY? THANK YOU!
......
WHAT DO YOU MEAN, HE'S *NOT HERE?*
WELL, YOUNG MAN, WHEN THE *MAIDENS* BEGAN TO DISAPPEAR, THE *RUMORS* BEGAN TO FLY. WHEN SAHASRAHLA HEARD THAT THE *WIZARD* MIGHT BE RESPONSIBLE, HE SAID, "SO IT HAS BEGUN..." AND DISAPPEARED *HIMSELF!*
DO YOU HAVE *ANY* IDEA WHERE HE *WENT?*
I'M SORRY, BUT YOU KNOW WISE MEN LIKE HIM...THEY OFTEN *WANDER OFF* WITHOUT NOTICE, IN SEARCH OF *ENLIGHTENMENT*.
IF YOU ASK IN THE *VILLAGE,* SOMEONE MAY KNOW WHERE HE IS... IF I MAY *ASK,* WHY ARE YOU *LOOKING* FOR HIM?

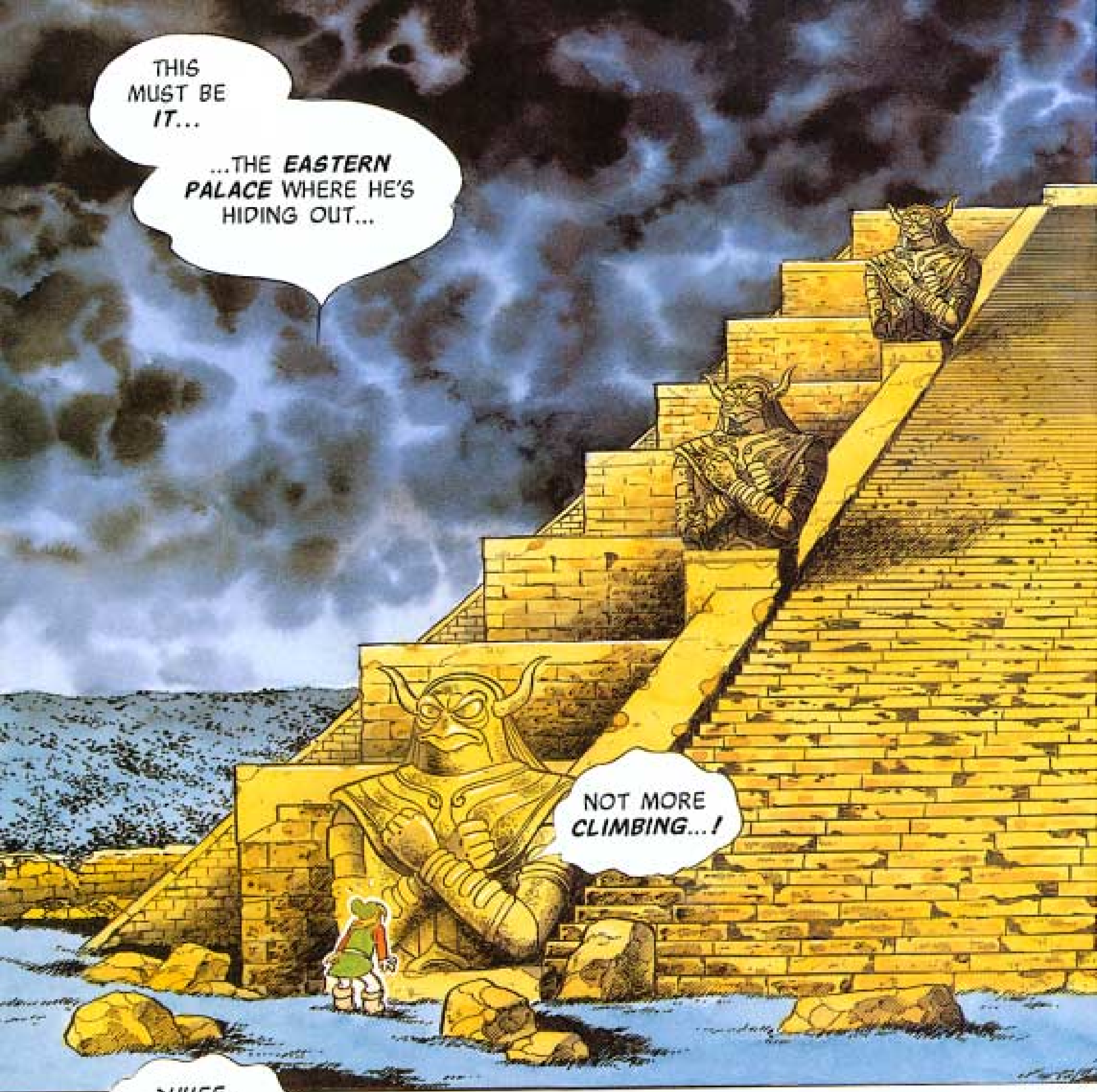

I NEED TO INQUIRE ABOUT THE **MASTER SWORD...**
MASTER SWORD?! I'VE **HEARD** OF THAT LEGEND...
THE ANCIENT SCROLLS TELL OF A **PROSPEROUS PEOPLE** WHO ONCE INHABITED THIS LAND...
...THEY CREATED **MANY** POWERFUL WEAPONS AND ARTIFACTS AND **HID** THEM THROUGHOUT HYRULE. THE MASTER SWORD WAS THEIR **ULTIMATE TREASURE...**
ITS BLADE WAS SPECIALLY TEMPERED TO **RESIST** EVIL POWER, OR SO I'VE HEARD...
...NOW, IT IS SLEEPING DEEP IN THE FOREST KNOWN AS **THE LOST WOODS!**

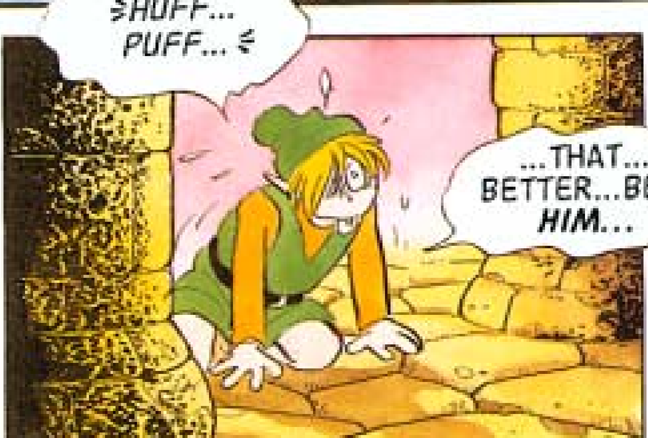

HEY! IT'S HIM!
YOU ARE UNDER ARREST BY ORDER OF THE KING!
GET MOVING!
WHOOM!!
IF YOU THINK I'M GOING TO GO PEACEFULLY, YOU'RE MAD!
YEOW!!
K-K-K-KRACK!

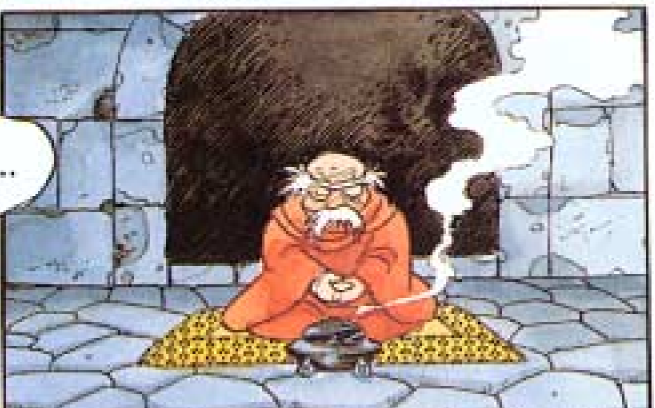

SWOOOSH!
SWOOOSH!
THUNK!
WHOA!
WOOOOOOSH!
WHERE'D HE GET TO?
LIGHT A TORCH! IT'S GETTING TOO DARK TO SEE ANYTHING!

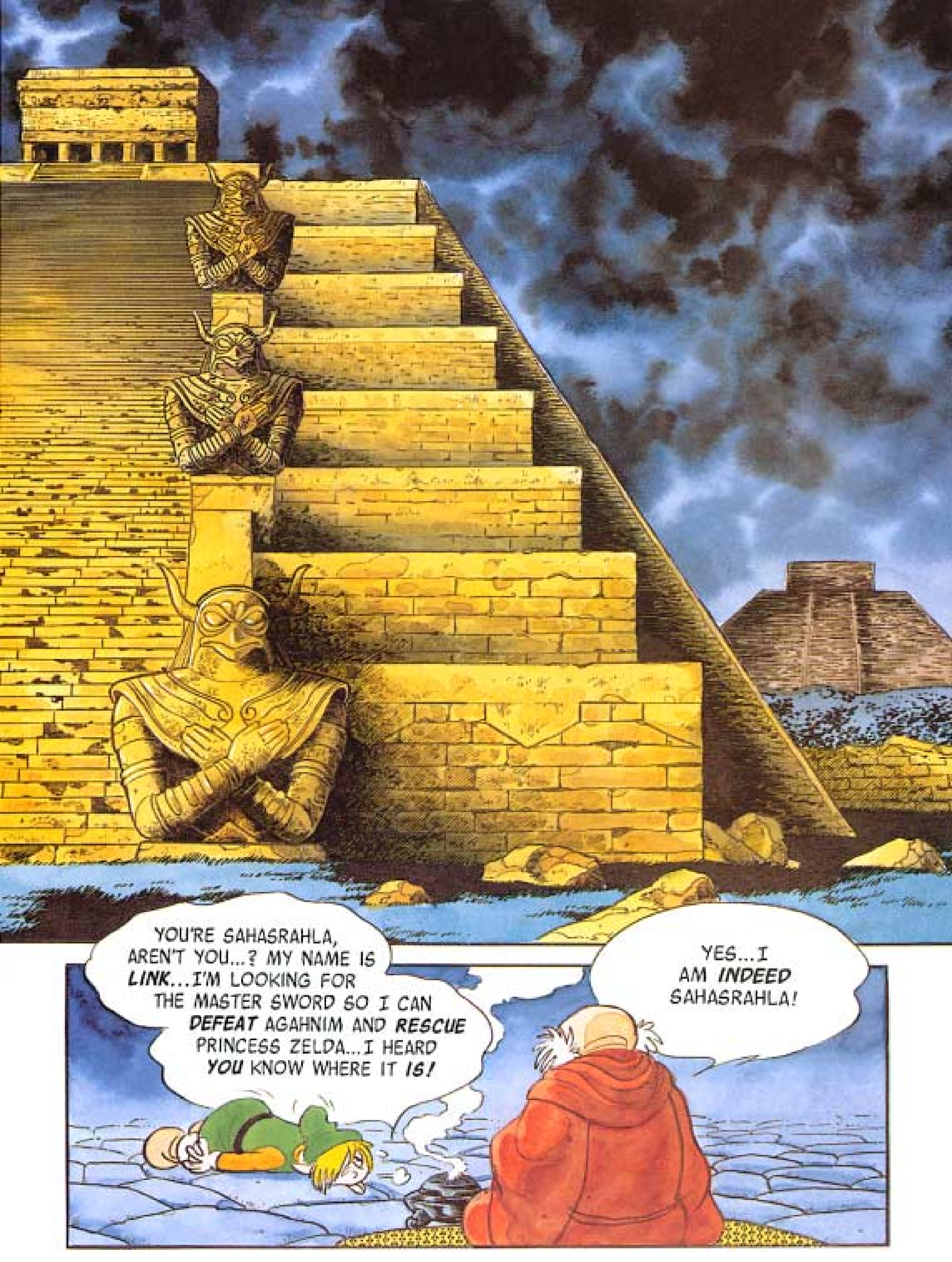

BLAST! FAN OUT! HE CAN'T HAVE GOTTEN TOO FAR!
I GUESS I GAVE THEM THE SLIP!
RUSTLE RUSTLE
.....
WHO ARE YOU, KID?
THE OLD MAN ASKED ME TO TAKE CARE OF HIS WIFE WHILE HE WENT AWAY...
THE OLD MAN?!
DO YOU MEAN SAHASRAHLA? DO YOU KNOW WHERE HE IS?!
MY OLDER BROTHER WAS FIGHTING THE SOLDIERS AND... OOPS! THAT'S A SECRET TO BAD GUYS!
DO I LOOK LIKE A BAD GUY?
SURE DO!
LOOK AT ME!

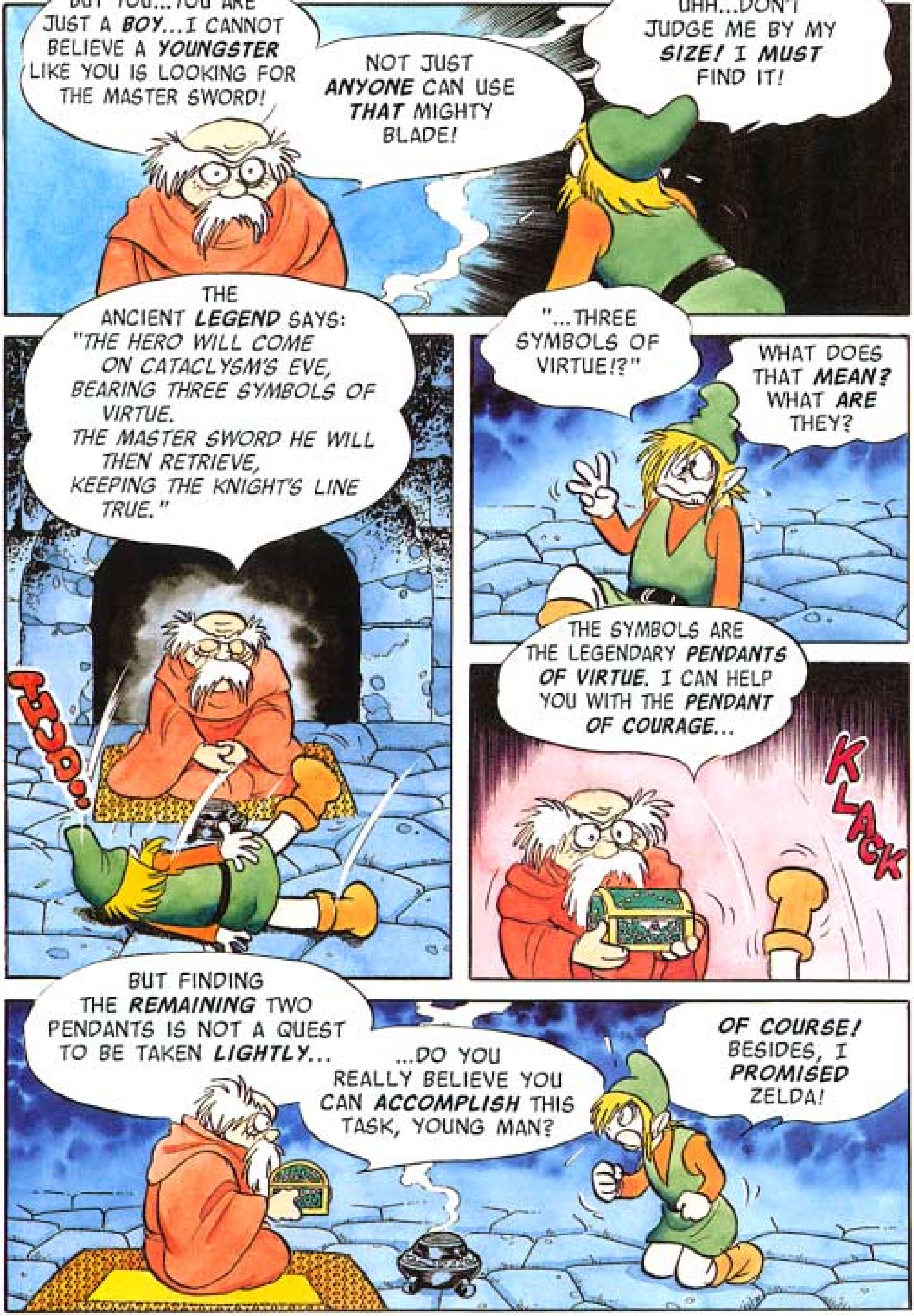

I CAN'T BELIEVE THAT SAHASRAHLA TRAVELLED THROUGH *THIS*...
...*DARK FOREST*, THIS *DANGEROUS CLIFF*...
...AND THIS *SLIMY SWAMP!*
HOW DID HE *DO* IT? HE'S JUST A *FEEBLE OLD MAN!*
ULP!

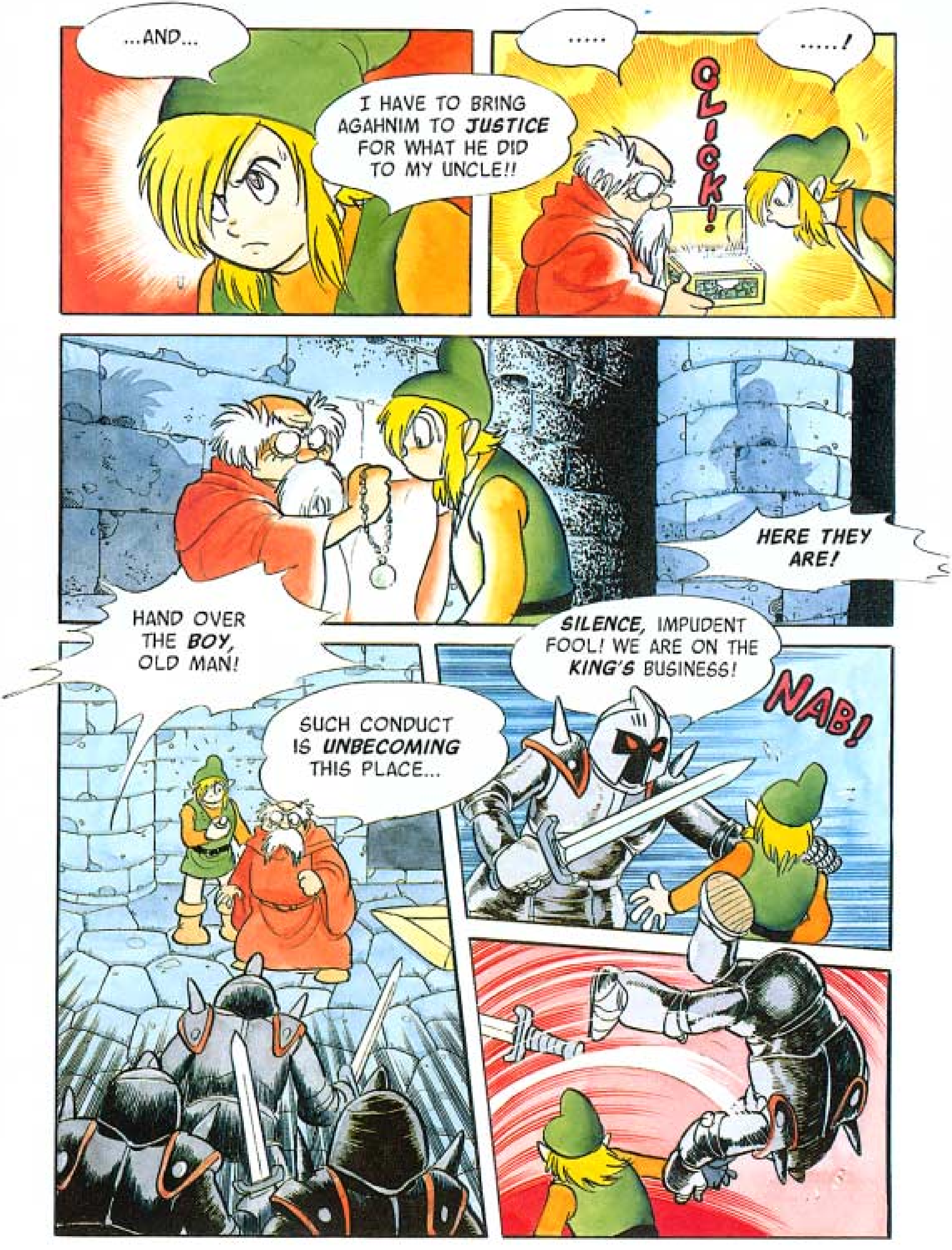

THIS MUST BE *IT*...
...THE ***EASTERN PALACE*** WHERE HE'S HIDING OUT...
NOT MORE ***CLIMBING***...!

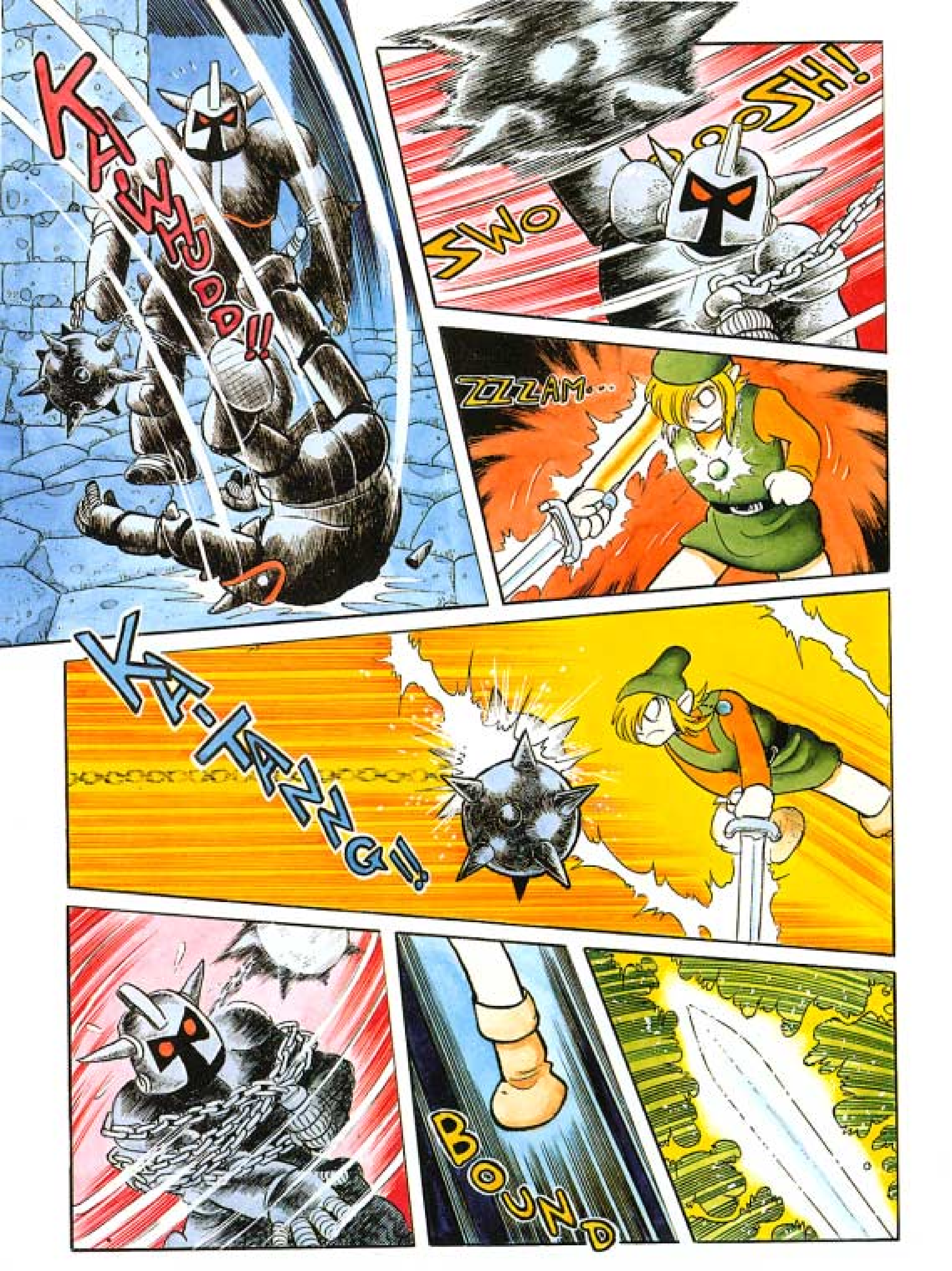

⪢HUFF... PUFF...⪡
...THAT... BETTER...BE... ***HIM***...

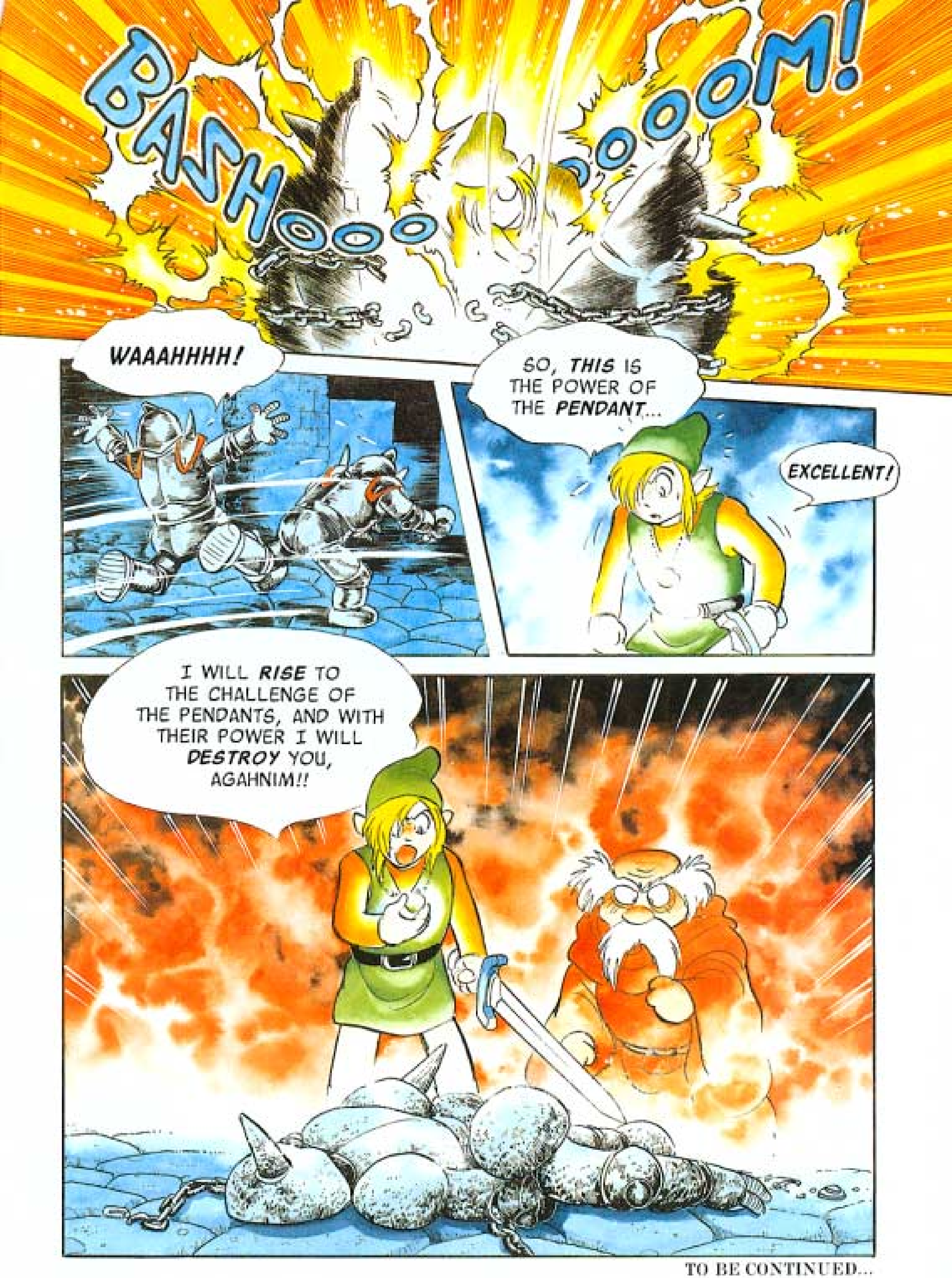



YOU'RE SAHASRAHLA, AREN'T YOU...? MY NAME IS **LINK**...I'M LOOKING FOR THE MASTER SWORD SO I CAN **DEFEAT** AGAHNIM AND **RESCUE** PRINCESS ZELDA...I HEARD **YOU** KNOW WHERE IT **IS!**
YES...I AM **INDEED** SAHASRAHLA!


BUT YOU...YOU ARE JUST A **BOY**...I CANNOT BELIEVE A **YOUNGSTER** LIKE YOU IS LOOKING FOR THE MASTER SWORD!
NOT JUST **ANYONE** CAN USE **THAT** MIGHTY BLADE!
UHH...DON'T JUDGE ME BY MY **SIZE!** I **MUST** FIND IT!
THE ANCIENT **LEGEND** SAYS: *"THE HERO WILL COME ON CATACLYSM'S EVE, BEARING THREE SYMBOLS OF VIRTUE. THE MASTER SWORD HE WILL THEN RETRIEVE, KEEPING THE KNIGHT'S LINE TRUE."*
THUD!
"...THREE SYMBOLS OF VIRTUE!?"
WHAT DOES THAT **MEAN?** WHAT **ARE** THEY?
THE SYMBOLS ARE THE LEGENDARY **PENDANTS OF VIRTUE**. I CAN HELP YOU WITH THE **PENDANT OF COURAGE...**
KLACK
BUT FINDING THE **REMAINING** TWO PENDANTS IS NOT A QUEST TO BE TAKEN **LIGHTLY...**
...DO YOU REALLY BELIEVE YOU CAN **ACCOMPLISH** THIS TASK, YOUNG MAN?
OF COURSE! BESIDES, I **PROMISED** ZELDA!


...AND...
I HAVE TO BRING AGAHNIM TO JUSTICE FOR WHAT HE DID TO MY UNCLE!!
.....
CLICK!
.....!
HERE THEY ARE!
HAND OVER THE BOY, OLD MAN!
SUCH CONDUCT IS UNBECOMING THIS PLACE...
SILENCE, IMPUDENT FOOL! WE ARE ON THE KING'S BUSINESS!
NAB!


KA-WHUDD!!
SWOOOSH!
ZZZAM...
KA-KANNG!!
BOUND


BASHOOOO...OOOM!
WAAAHHHH!
SO, THIS IS THE POWER OF THE PENDANT...
EXCELLENT!
I WILL RISE TO THE CHALLENGE OF THE PENDANTS, AND WITH THEIR POWER I WILL DESTROY YOU, AGAHNIM!!

TO BE CONTINUED...

CLASSIFIED INFORMATION

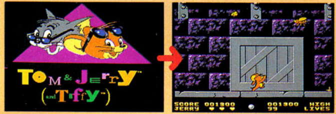
NINTENDO TOP SECRET POWER

Tom & Jerry

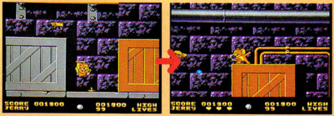
From Agent #614

Unlimited Mice

If you're tired of falling into Tom's mousetraps, there's a way to give yourself unlimited chances to foil his mischievous feline plans. The game has two title screens. Make sure that you key in the following code when you see the screen that shows an illustration of Tom and Jerry. Press the Control Pad and the A, B and Select Button in this order: Right, Right, Up, Left, Up, Right, Down, B, A, Select. Then press the Start Button twice to begin the game. The meter at the bottom of the screen will indicate that you have 99 lives in reserve. The number will never decrease, even when it appears that you've lost a life!



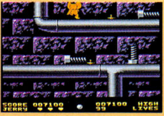
Press Right, Right, Up, Left, Up, Right, Down, B, A and Select when the cat and mouse title screen appears. You'll trigger unlimited lives.



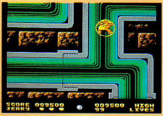
The game will indicate that you have 99 lives in reserve. When you lose a life though, the number will not decrease, resulting in infinite lives in reserve.

Bonus Rooms

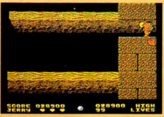
Several bonus rooms are scattered throughout your cat-chasing adventure. They each contain small cheese pieces which you can collect for bonus points. At the top of World 1-1, there's a large crack between two bricks which you'll find while standing on an L shaped piece of piping. Press Up on the Control Pad there. You'll climb into the crack and enter a bonus room. World 1-2 is a maze of pipes. Use a piece of gum in the lower right area of this stage and you'll float up into another hidden bonus area. When you reach the roof of World 3-1, you'll find a bonus room by walking into the wall at the right edge of the roof, two beams from the bottom of the area. There's another bonus area in World 4-1. Jump into the VCR slot for cheese-a-plenty. There may be more hidden areas. Let us know if you find them.



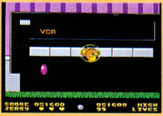
A crack between bricks in World 1-1 leads to a cheese-filled bonus room.



Use gum to blow a bubble and float into a bonus area in World 1-2.



Run to the right edge of World 3-1 and you'll find a bonus area in the bricks.



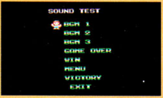
The VCR slot in World 4-1 serves as an entrance to another bonus area.

PALAMEDES

From Agent #382

Sound Test

You can listen in on the music of Palamedes before you play. When the title screen appears, press and hold the A and B Buttons on Controller II, then press the Start Button on Controller I. A list of the five pieces of background music in the game will appear. Use the Control Pad to choose the different titles and enjoy the music without facing the challenge of the game.



SOUND TEST
BGM 1
BGM 2
BGM 3
GAME OVER
WIN
MENU
VICTORY
EXIT

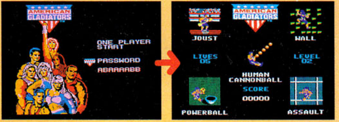
When the title screen appears, press and hold A and B on Controller II and press Start on Controller I. Then choose from a list of music pieces.

AMERICAN GLADIATORS

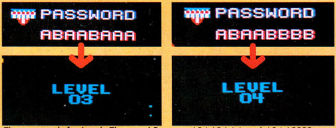
From Agent #805

Level Warp

There are keyed-in codes which allow you to challenge the American Gladiators in the three advanced stages of the game. When the title screen appears, choose the number of players and press the Start Button, then move the cursor to the password option. You can choose Level Two from this point by pressing the A and B Buttons in the following order: A, B, A, A, A, A, B, B. Then press the Start Button to begin. The password code for Level Three is A, B, A, A, B, A, A, A. You'll enter Level Four by keying in A, B, A, A, B, B, B, B. While you can instantly access advanced levels with these codes, it does pay to practice in early levels before you take on the tougher challenges of more competitive gladiators. Master the basic moves, then see just how far you can go in this wild test of fighting skills.


AMERICAN GLADIATORS
ONE PLAYER START
PASSWORD
ABAAAABB
JOUST
WALL
LIVES 05
LEVEL 02
HUMAN CANNONBALL
SCORE
00000
POWERBALL
ASSAULT

Key in ABAAAABB as your password by pressing the A and B Buttons, then press Start and you'll warp directly to Level Two.


PASSWORD
ABAABAAA
LEVEL 03
PASSWORD
ABAABBBB
LEVEL 04

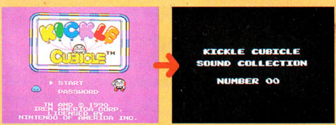
The passwords for Levels Three and Four are ABAABAAA and ABAABBBB respectively.

KICKLE CUBICLE™

From Agent #710

Sound Collection

Single out the sounds of Kickle's puzzling adventure with a simple code. When the title screen appears, press and hold the A and B Buttons on Controller II, then press the Reset Button on the Control Deck. The words "Kickle Cubicle Sound Collection" will appear on the screen with a sound number. Press the A and B Buttons on Controller I to change the number, then press and release the Control Pad in any direction to activate the selected sounds.


KICKLE CUBICLE™
▶ START
PASSWORD
TM AND © 1990
IREM AMERICA CORP.
LICENSED BY
NINTENDO OF AMERICA INC.
KICKLE CUBICLE
SOUND COLLECTION
NUMBER 00

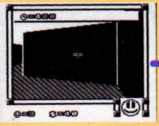
Press and hold the A and B Buttons on the Controller II, then press Reset on the Control Deck and take a listen to Kickle's Sound Collection.

FACEBALL 2000

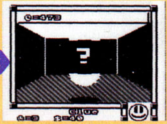
From Agent #317

Level 10 Warp

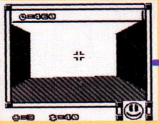
You can skip Levels 2-9 in Cyberspace by uncovering a hidden warp at the end of Level 1. When you get to the flashing section of wall at the end of the first level, turn around 180 degrees and fire at the wall. The wall will disappear, revealing a clue item which will warn you that you are nearing the warp to Level 10. Move forward and fire at the wall in front of you. When the barrier gives way, you'll see a flashing section of wall. Steer into it and you'll warp ahead nine levels! This warp allows you to skip the introductory parts of the game and dive straight into the thick of the Faceball fighting action. Have a nice adventure!



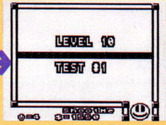
Make your way to the end of Level 1 and turn around 180 degrees.



Fire at the wall and you'll reveal a warning that you're about to warp.



Blast the next barrier to discover a hidden flashing section of wall.


LEVEL 10
TEST 01

When you hit the wall, you'll skip ahead to the challenging 10th level.

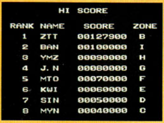
CLASSIFIED INFORMATION

DARIUS TWIN

From Agent #008

No Villain Demo

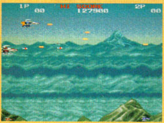
The short demonstration of game play which appears before you begin the game usually features a fight with several enemy fliers. If you execute a simple maneuver though, you'll change the demo so that the enemies don't show up. Play the game and beat the high score of 100,000 points. This should be simple if you complete the first two levels. Then enter the initials ZTT when you have the opportunity after the game is over. When the demo runs, no enemies will be present in the action scene.



```
        HI SCORE

RANK NAME    SCORE    ZONE
  1  ZTT    00127900   B
  2  BAN    00100000   I
  3  YMZ    00090000   H
  4  J. N   00080000   G
  5  MTO    00070000   F
  6  KWI    00060000   E
  7  SIN    00050000   D
  8  MYN    00040000   C
```

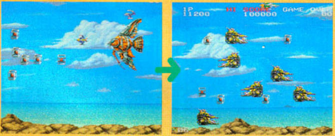
Hit the highest score and register your initials as ZTT.



The game demonstration will run without an enemy in sight.

Safe Spot

You can zip through the first stage of this shoot 'em up without taking a hit. As soon as the game begins, fly up to the top of the screen and stay above the last three digits of the high score. Enemies will come and go, but none of them will be able to hit you!



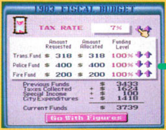
Fly safely through the first level above the high score.

Sim City

From Agent #387

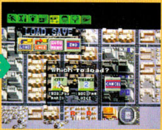
Free Coverage

Whenever you load a saved game in this city management simulation, the fire, police and transportation departments give you a break by requesting no funds until the beginning of the next game year. You can take advantage of this situation by using your funds for expansion, rather than maintenance. As soon as you've worked out your budget at the end of every year, save your game, then immediately reload it so that you can continue playing. When you click onto the Tax icon, you'll see that your police, fire and transportation coverage will be taken care of with no need for expenditures. Since you'll have surplus cash with this method, you can either zone at a faster rate than usual or lower the tax rate. The citizens will appreciate the tax decrease and flock to your city.

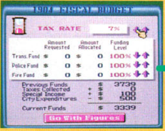


```
1903 FISCAL BUDGET
TAX RATE       7%
             Amount     Amount     Funding
             Requested  Allocated  Level
Trans.Fund   $ 318      $ 318      100%
Police Fund  $ 400      $ 400      100%
Fire Fund    $ 200      $ 200      100%
Previous Funds          $  3433
Taxes Collected       + $  1624
Special Income        + $   100
City Expenditures     - $  1418
Current Funds           $  3739
Go With Figures
```

If you're managing a large city, you probably spend a lot of money on police and fire coverage and transportation.

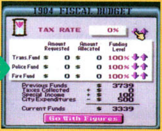


At the beginning of a new game year, save the game, then load it again immediately.



```
1904 FISCAL BUDGET
TAX RATE       7%
             Amount     Amount     Funding
             Requested  Allocated  Level
Trans.Fund   $   0      $   0      100%
Police Fund  $   0      $   0      100%
Fire Fund    $   0      $   0      100%
Previous Funds          $  3739
Taxes Collected       + $     0
Special Income        + $   100
City Expenditures     - $   500
Current Funds           $  3339
Go With Figures
```

The reload will cause the fire, police and transportation departments to give you a break.



```
1904 FISCAL BUDGET
TAX RATE       0%
             Amount     Amount     Funding
             Requested  Allocated  Level
Trans.Fund   $   0      $   0      100%
Police Fund  $   0      $   0      100%
Fire Fund    $   0      $   0      100%
Previous Funds          $  3739
Taxes Collected       + $     0
Special Income        + $   100
City Expenditures     - $   500
Current Funds           $  3339
Go With Figures
```

Since you'll have very few expenditures, you can lower taxes and attract new citizens to your city.

Wanted: Special Agents

A popular activity among Nintendo game experts is discovering tips and strategies. If you'd like to share your own special tips with us, send them in! Choose your own Agent Number (3 digits) and be sure to include it with your tips.

Our address is:

Nintendo Power
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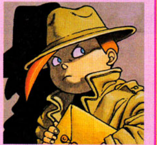
Information
P.O. Box 97033
Redmond, WA
98073-9733

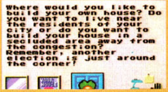


SimCity

From Agent #387

Gift Conditions

All of Dr. Wright's gifts to your city are bestowed upon you after you've made certain accomplishments. The mayor's house, for instance, is awarded to you once your village has developed into a town of 2,000 citizens. What follows is a description of the conditions that you must meet in order to receive most other gifts.



Where would you like to
build your own house? Do
you want to live near
the residents of your
city or do you want to
build your house in a
secluded area away from
the congestion?
Remember, another
election is just around
the corner!

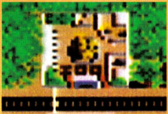
When your town has 2,000 citizens, you'll set up your own digs.

Bank

The SimCity Savings and Loan is offered to you after you have a full-fledged city of 10,000 citizens and less than $2,000 in your city treasury. You can borrow $10,000 from the bank and pay off your loan over a period of 21 years. By the way, if you break the bank with a bulldozer, you'll still have to pay off the loan.

Zoo

The children of your city will have a place to view exotic wildlife once you have a population of 10,000 or more and you build a stadium. You'll be offered another zoo when you have a total of three stadiums. Once the conditions have been met, it may take several game months before the zoo is offered to you.



The addition of a zoo is directly affected by population and stadium construction.

Police and Fire HQ

You'll be rewarded with special crime or fire fighting centers when you've built six police stations or six fire stations. These bigger, better facilities provide more protection over a larger area than the standard stations. You can have a maximum of three of each of these buildings.

Windmill

Your sister city in Holland likes to see a lot of growth in its American counterpart. When 150 zones in your city are developed, your friends from the Netherlands will send a windmill to you which will promote growth wherever it's placed. Another windmill will be sent when 500 zones are developed.

Library

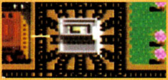
A library will be added to your city once three schools have been built. You can promote the construction of schools by creating nice, well maintained residential areas.

Large Park

As many as three large parks can be rewarded to you and promote continued growth in their vicinities. Each large park is offered to your city with an additional construction of 300 park spaces.

Railroad Station

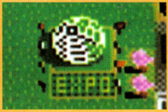
Rails are a good pollution-free alternative to traffic-packed freeways and side streets. When you lay 50 sections of track, you'll be able to set up a station to help manage the comings and goings of your busy rail lines. You'll be awarded another station once 200 sections of tracked are down.



Set down 50 or 200 sections of track to earn a railroad station.

Expo

There's nothing that helps put your city on the map more than an international exposition. If you have a capitol (50,000 citizens), an airport and a harbor Dr. Wright will give you the opportunity to hold an expo in your city.



You'll have a chance to host an expo when your city has grown to a certain size and accessibility.

Scale Model

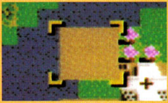
A miniature version of your city which offers a new view of the grounds will be given to you as soon as your population grows to 50,000 citizens.

Fountain

Dr. Wright will reward you with a fountain to commemorate the 50th year of your city. It will help increase property values in the immediate area.

Landfill

When space begins to get tight and you have nowhere to expand, you will periodically be rewarded with zone-sized sections of landfill. These occur when you have 150, 100, 50 and 30 zones that are undeveloped.

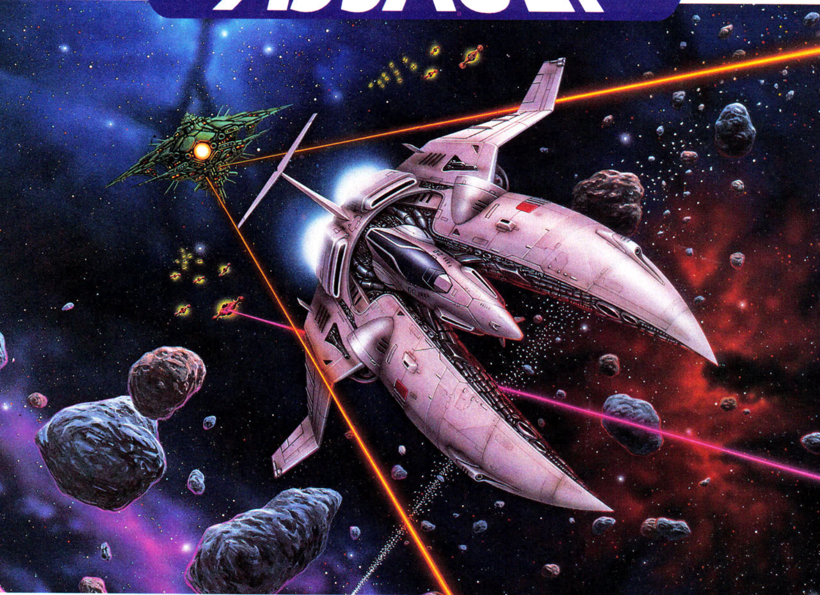


Keep zoning everywhere and you'll be awarded water-replacing landfill.

GRADIUS™

THE INTERSTELLAR ASSAULT™

TM AND © 1991 KONAMI



Konami's latest entry in the universe of Gradius games, Gradius: The Interstellar Assault for Game Boy, has all the elements of its predecessors that keep fans coming back for more. The Vic Viper space ship can be given specialized missiles for its Power-Ups. You can also select your skill level, whether you want continuous fire, and which button operates which control. The secret to this game, like previous Gradius games, is how well you make use of your Power-Ups. In this case, the best weapon is almost always the Option—a ghost ship with all the fire power of your Viper. If you max out with two of these Options, and learn how to control them effectively, you'll blast your way into Gradius history.

THE HISTRY OF GRADIUS

The original Gradius for the NES set the standard for space shooting games. The ability to Power-Up your ship's weapons is the key innovation.

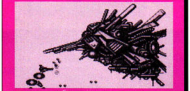
GRADIUS

The original Gradius introduced Power-Ups and Options to space action games.

LIFE FORCE

The NES sequel to Gradius added bizarre new worlds to the Gradius universe.

NEMESIS



Nemesis first brought the Gradius universe to Game Boy players.

GRADIUS III

The Super NES version boasts excellent graphics and customized Vic Vipers.

GRADIUS II

Gradius II appeared only in Japan. Its graphics were considered stunning.

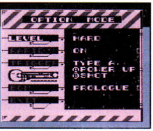
GRADIUS:
THE INTERSTELLAR ASSAULT

CUSTOMIZE YOUR VIPER

Your choice of customized weapons depends in part on your style of play. If you have trouble dealing with ships that appear from the rear, then backward firing missiles would be a good choice. Two-way, forward firing missiles are probably the best choice for most space aces. The big Power-Up choice is whether to use lasers or cannons. It's really a matter of taste, but the Double Cannon is probably the most versatile choice.

OPTION MODE

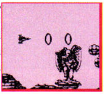
The Option Screen lets you customize your ship and the game. Gradius gladiators with lots of experience may opt for the more difficult levels of play. Beginners will want to check things out on the Easy Level. You can also change your choice of weapon if you Continue at a particular stage of the game.


OPTION MODE

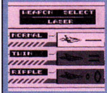
LEVEL HARD
ON
TYPE A
ⒶPOWER UP
ⒷSHOT
PROLOGUE

LASERS

Each Laser has more chance of hitting an enemy than a single cannon shot, but they are more limited in the direction of fire than Double Shots.

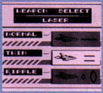


NORMAL


WEAPON SELECT
LASER
NORMAL
TWIN
RIPPLE

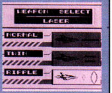
A single, long beam fires straight forward.

TWIN


WEAPON SELECT
LASER
NORMAL
TWIN
RIPPLE

Twin lasers add to the width of your firing pattern.

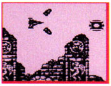
RIPPLE


WEAPON SELECT
LASER
NORMAL
TWIN
RIPPLE

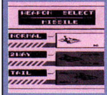
The Ripple beam gives you the widest firing pattern.

MISSILES

Missiles shoot up or down from the Viper, then cruise along the ceiling or floor until they hit an object. They also detonate if they hit an enemy while still in the air.

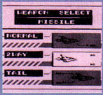


NORMAL


WEAPON SELECT
MISSILE
NORMAL
2WAY
TAIL

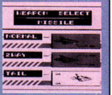
A single missile fires up or down as directed.

TWO-WAY


WEAPON SELECT
MISSILE
NORMAL
2WAY
TAIL

Two missiles fire forward, one up and one down.

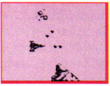
TAIL


WEAPON SELECT
MISSILE
NORMAL
2WAY
TAIL

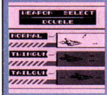
These missiles fire backward to protect your flank.

DOUBLES

The basic cannon can be doubled for extra firing power. You have a choice of regular, twin or tail Double cannons. The regular Double is the best choice for most areas.

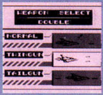


NORMAL


WEAPON SELECT
DOUBLE
NORMAL
TWINGUN
TAILGUN

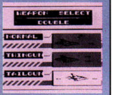
Fires a second stream of shots at a 45 degree angle.

TWIN


WEAPON SELECT
DOUBLE
NORMAL
TWINGUN
TAILGUN

Two streams of bullets riddle the enemy.

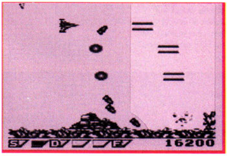
TAIL


WEAPON SELECT
DOUBLE
NORMAL
TWINGUN
TAILGUN

Blast what's past with the rear-firing Tailgun.

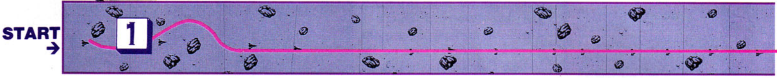
THE POWER SET

Every situation calls for a different set of weapons, but you don't always have the opportunity to collect enough Power-Ups to change your weapons' array. The combination listed below is probably the strongest: Two-Way Missile, Double, two Options and the Shields. If you have this set, you'll be ready for almost anything.

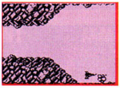


METEOR MAZE

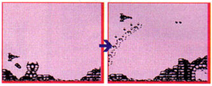
The game begins with your tiny Vic Viper being chased by a giant space destroyer through a meteor field. One touch of the space debris will destroy your ship. If you survive the maze, you'll plunge into the planet and face a host of alien ships and creatures. At the very end of this long stage is a guardian with two soft spots and a lot of fire power.

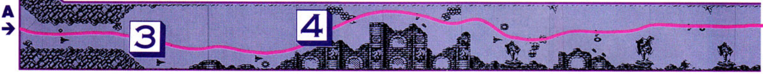


3 Aliens prowl along the bottom of this cavern. Drop quickly down and blow them away. Try to Power-Up to get missiles.

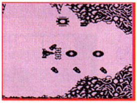


4 Stay to the left of the Snake as it emerges from its hole. As it wiggles up toward the top of the screen, follow it, shooting at its head. If you stay with it long enough, the Snake will be destroyed.

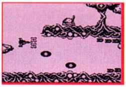


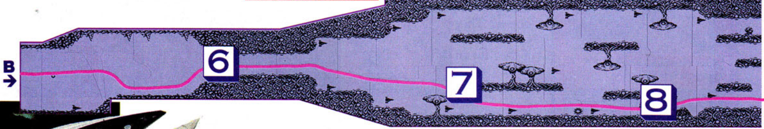


6 When passing through this narrow gap, line up your Options in front of you by moving the Viper backward. The Options should destroy aliens who come at you.



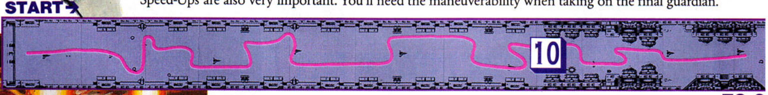
7 This area is several screens high. You can choose your own winding route. The easiest path is at the bottom. Keep your Options in front of you, because that is where most of the enemies will appear.



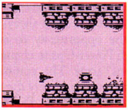


THE INNER SHIP

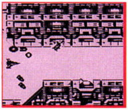
The interior of the huge alien vessel is lined with guns, missiles, and pods containing Power-Ups. Further inside you'll encounter a gauntlet of flame jets and hidden guns. The Pods allow you to Power-Up with any selection of weapons. Missiles should be your first choice so you can break open all the Pods. Extra Speed-Ups are also very important. You'll need the maneuverability when taking on the final guardian.

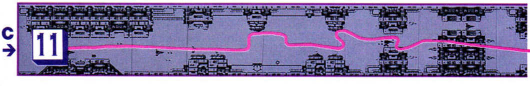


10 Use the Power-Ups in the Pods to prepare for the guardian. Stay to the left side of the screen and try to break open all the Pods. Missiles will help.

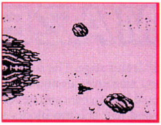


11 Position your Option along the top of the ceiling to quiet the guns that pop out of the hatches. If you fly the Viper near a wall, you may hit it and lose a ship.

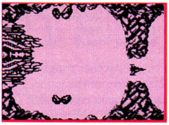


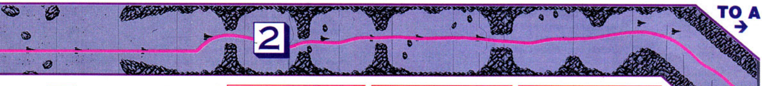


1 The giant ship chases you, but it won't catch you. Pay attention to the meteors instead. Follow the route indicated, flying over the first meteor in the middle, then keeping to the center.

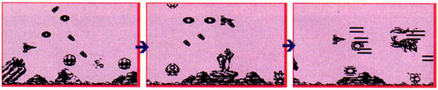


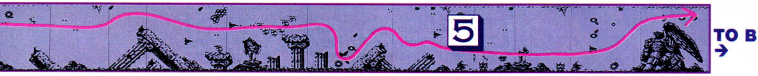
2 As rocks tumble from the ceiling, the Viper will be safe if you keep it at the right edge of the screen. Watch for the openings.



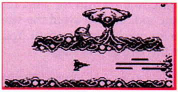


5 Aliens converge on the Viper from all directions. Use your Options to spread your attack over a wide area. The Options follow the Viper, so move forward if you want the Options behind you and so forth. Extra Speed also helps, but too much reduces your control.

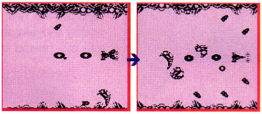


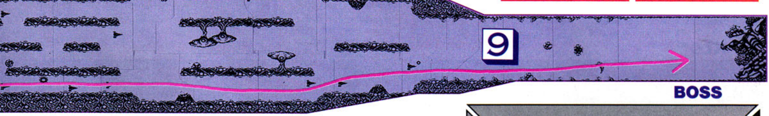


8 Stay to the far left with your Options out in front of you. The Options will clear a path ahead for the Viper and run interference for any aliens that get too close.



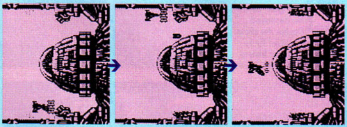
9 In this region, keep the Options behind you as the Viper stays close to the right edge of the screen. The Options will protect you from the flying aliens that suddenly pop up.

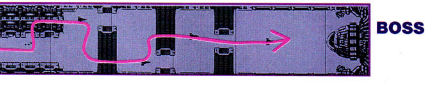




THE TURBINE

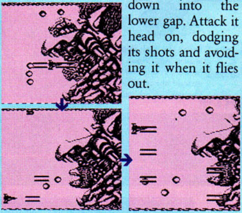
When this giant turbine spins, it sucks everything toward it, including your space ship. Extra Speed-Ups will give you the power you need to resist the force. Attack one of the minor guns at the bottom or top first while dodging the electrical barrier that appears. Next, shoot out the opposite gun while the barrier is to the left. Finally, attack the center of the Turbine while dodging the barrier.

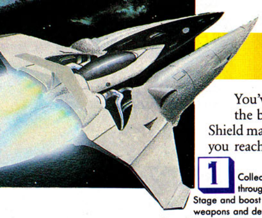




TWO MUCH TROUBLE

This guardian is a mutant composed of two parts. Attack the lower part first. Wait in the safe spot between enemy lines of fire. Once the lower part is destroyed, the upper part of the monster detaches and moves down into the lower gap. Attack it head on, dodging its shots and avoiding it when it flies out.

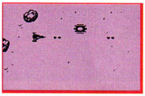




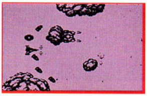
METEOR MAZE II

You've got another rough road ahead in this second Meteor stage. The route won't be as easy as at the beginning of the game. Extra Speed will help you maneuver around the space debris, but the Shield may serve you even better. The stage is long and you'll have to concentrate for the duration. Once you reach the end, a bizarre guardian that is half ship and half volcano blocks your path.

1 Collect Power-Ups through the Meteor Stage and boost your Viper's weapons and defenses. Extra Speed-Ups and Shields are good protection and both Options will give you all the fire power you need.



2 Use the Options to spread your fire wide when these rock enemies fly into view. Position an Option in front of the rock and blast away. The Viper will remain safely out of the line of fire.



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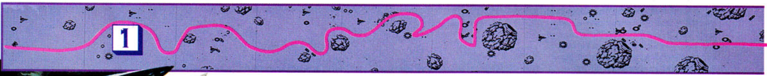
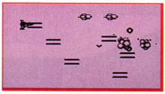


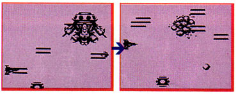
OUTER BASE

The Outer Base, home of an ancient civilization, swarms with the alien menace in the form of fighters and two mini-bosses. Follow the route indicated to avoid the worst ambushes of the enemy and, like always, try to get both Options for maximum fire power. You'll need all the power you can muster against the monster guns at the end of the stage.

3 Spread your Options out wide in a line through this early stage where the enemies are as thick as thieves.



4 Against the first mini-boss, keep the Option above the Viper and retreat to the left in front of the enemy.



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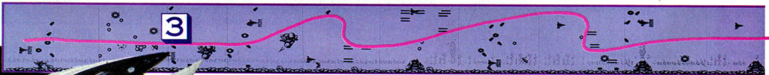
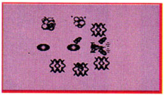


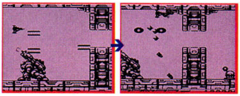
STAR BASE

Inside the Star Base you'll face the toughest extraterrestrial forces in the game, from fighters, cannons and missiles to more insidious mini-bosses. You'll have to collect Power-Ups whenever you get the chance, but it won't be easy. Shields and Options may make the difference between losing your ship and winning through to face the master enemy at the end.

6 When the alien ships circle around your Viper, you have no choice but to blast straight ahead with the Options behind you.



7 This giant can't be destroyed. Dodge the shots from below, then fly to the upper corner behind it to avoid the last salvo.



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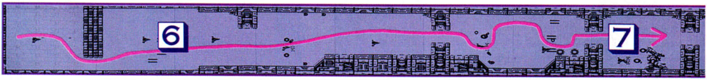

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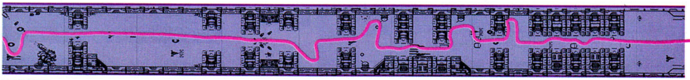
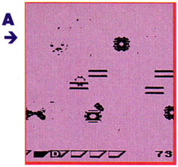
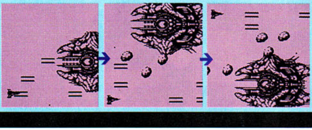


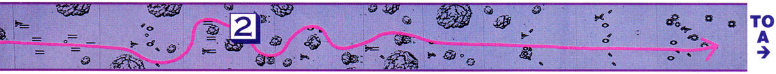


There are a lot of Power-Ups available, but you'll need them to boost your weapons and defenses. Try to get both Options and the Shield by the time you reach the end.

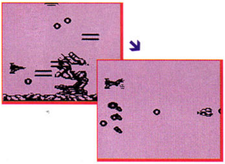
VOLCANO CORE

This guardian is half machine, half mountain, and it has two devastating attacks. First you must watch out for the twin lasers. Keep to the middle and blast away while dodging between the lasers. When the Volcano attack begins, maneuver the Viper into one of the corners to ride it out.



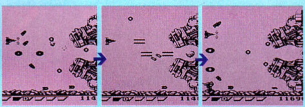


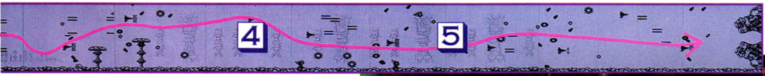
5 This second mini-boss is now all that stands in your way to the end. Keep your Options in front and shoot out the lower gun first, then take out the upper gun.



GREAT GUNS

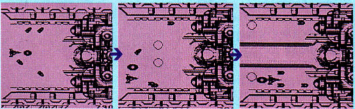
The large, tilted guns should be your first target. It doesn't matter whether you attack the top or bottom. With the Options straight in front of you, blast away at the center gun. When the robot appears at the bottom, move down and position an Option below the Viper.

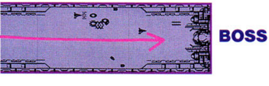




MULTIPLE ATTACK

The flanking guns fire giant bouncing balls of plasma. Those balls criss-cross in the chamber. Fly the Viper down near the floor, then move forward when the balls leave an open gap. Once you've maneuvered beyond the balls, attack the center of the enemy. New balls will appear, forcing you to repeat the procedure. Also watch out for the build-up of power on the center laser, which indicates that it is about to fire.





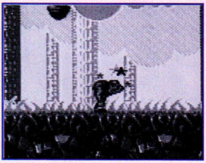
SUPER™ HUNCHBACK

AN ADVENTURE IN BELL RINGING

© 1991 Ocean of America Inc.

SO MANY BELLS, SO LITTLE TIME

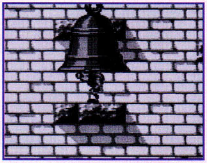
Unlike most video game heroes, Ocean's Super Hunchback is a peaceful sort who doesn't have evil villains to conquer or beautiful damsels to rescue. His plight is to ring the bells of the land which are scattered throughout six obstacle-filled courses. He can run, jump, climb, swim and swing through forests and castles while completing his appointed rounds. But, he can't do it alone. Unless you're willing to guide him, he whiles away the seconds, unconcerned that a giant bell will sound the end of the round by dropping out of the sky if time expires.



If he's hit by a log or cannon ball, the hunchback wobbles back and forth in a dazed stupor.

HUNCHBACK HIJINX

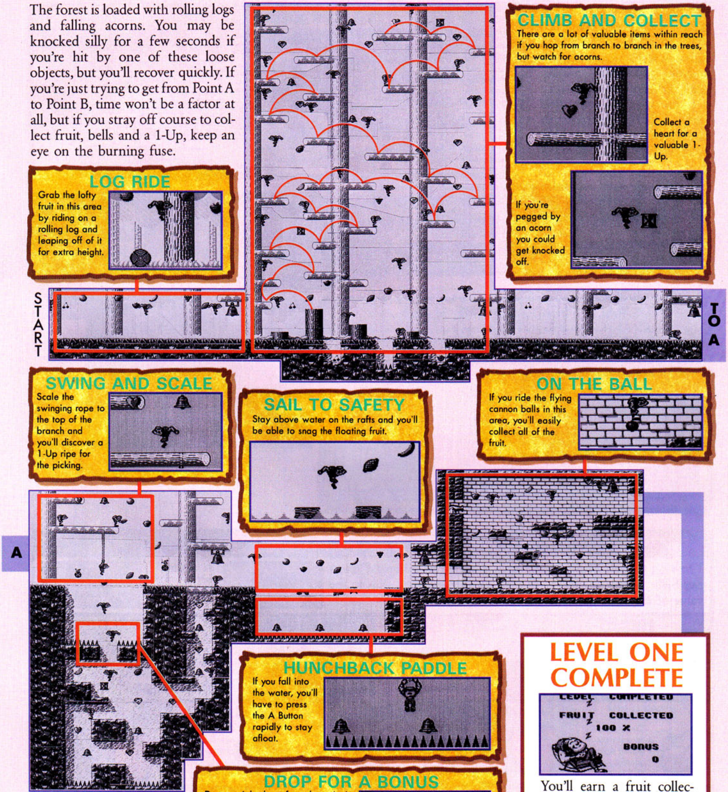
Our happy hunchback hero moves with an animated flair that adds a lot of humor to the game. Leave him alone for a moment and he'll demonstrate a few yo-yo tricks or whistle a tune, waiting to get back into the action.



When the time expires, a gigantic bell closes in on our hero for a crushing encounter.

A DIZZYING DAY IN THE WOODS

The forest is loaded with rolling logs and falling acorns. You may be knocked silly for a few seconds if you're hit by one of these loose objects, but you'll recover quickly. If you're just trying to get from Point A to Point B, time won't be a factor at all, but if you stray off course to collect fruit, bells and a 1-Up, keep an eye on the burning fuse.



LOG RIDE
Grab the lofty fruit in this area by riding on a rolling log and leaping off of it for extra height.

CLIMB AND COLLECT
There are a lot of valuable items within reach if you hop from branch to branch in the trees, but watch for acorns.

Collect a heart for a valuable 1-Up.

If you're pegged by an acorn you could get knocked off.

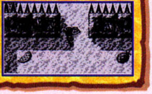
SWING AND SCALE
Scale the swinging rope to the top of the branch and you'll discover a 1-Up ripe for the picking.

SAIL TO SAFETY
Stay above water on the rafts and you'll be able to snag the floating fruit.

ON THE BALL
If you ride the flying cannon balls in this area, you'll easily collect all of the fruit.

HUNCHBACK PADDLE
If you fall into the water, you'll have to press the A Button rapidly to stay afloat.

DROP FOR A BONUS
Drop straight down from the swinging rope and you'll fall between the spikes into this bonus-filled area. There is a 1-Up here, but it's impossible to pick up without falling onto the spikes below. Pass it by.



LEVEL ONE COMPLETE

LEVEL COMPLETED
FRUIT COLLECTED
100 %
BONUS
0

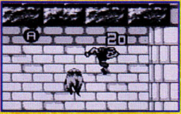
You'll earn a fruit collection bonus once you've cleared the stage. If you picked every piece, you'll net a 1-Up.

COMB THE CASTLE AND CLANG THE BELLS

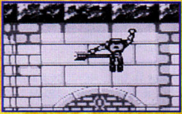
The castle catacombs are triggered with a wide variety of traps. In addition to cannon balls and spike pits, you'll find fireballs and flying arrows. Leap to avoid these tricky traps and continue your quest for the bells. The entrances to three bonus zones are hidden by optical illusions. Follow the map to find them.

FLAMES AND ARROWS

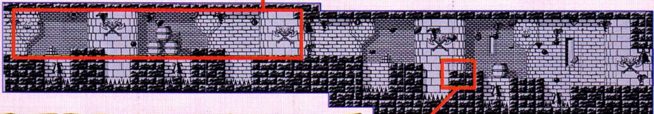
While cannon balls can't cause you any harm directly, fireballs can. These flaming masses fly out of the same cannons as the standard balls. Watch for them and jump as they approach. Also keep an eye open for the smaller but equally dangerous arrows.

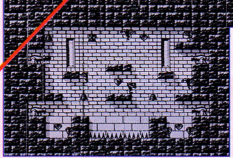


These scorchers come from the same source as standard cannon balls.



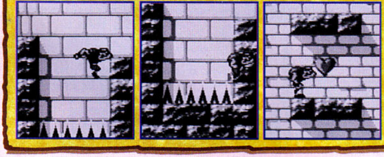
Arrows fly swift and straight. Jump quickly to avoid them.





FALL THROUGH THE WALL

The entrance to the lower level of the castle is in the second pit of the second section. Drop into the pit from the right side and push Right on the Control Pad as you're falling. You'll go through the wall and enter a hidden area.

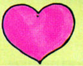


POINTS AND POWER-UPS

The wacky world of the Hunchback is loaded with items. Collect five bells and you'll advance to a new bell level which adds to the value of the fruit that you collect.

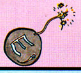
The amount of bells that you ring affects the point value of fruit.

HEART



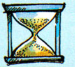
Hearts will earn you 1-Ups. Collect them whenever possible.

EXTRA BOMBS



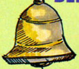
Collect five of these lettered devices to spell "EXTRA" for a 1-Up.

HOURGLASS



The sands of the hourglass give you more time to explore.

BELL



Ring as many bells as possible to increase your point earning potential.

CHERRY

Grab a cherry to earn 10 points multiplied by your bell level.

STRAWBERRY

The base point value for a strawberry is 20 points. Not bad at all!

LEMON

This sour fruit will score you a sweet 30 points for every bell level.

MELON

Pick a melon out of the air and you'll earn at least 40 points.

APPLE

Bite this tasty fruit down to the core and earn a minimum of 50 points.

BANANA

This snack is good for you and good for your score at a base value of 60 points.

GRAPES

You'll earn a bunch of points when you grab grapes. The minimum is 70.

WATERMELON

A big fruit calls for a big bonus. You'll earn at least 80 points for this one.

PINEAPPLE

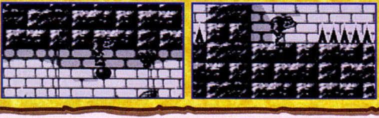
A juicy bonus of at least 90 points will be yours when you pick up a pineapple.

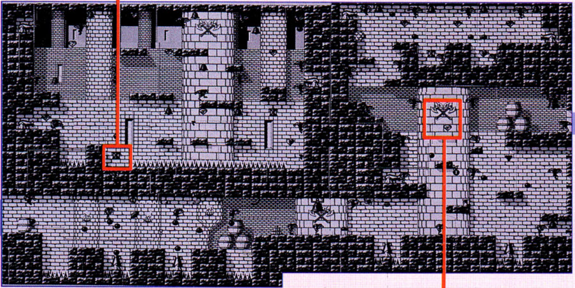
DIAMOND

Snag a diamond and you'll take in a basic bounty of 100 points.

UP, UP AND AWAY

Hitch a ride on a cannon ball in the second pit of this section and you'll go through the roof into a bonus zone. There's plenty of fruit ripe for the picking in this big area, plus a valuable 1-Up.

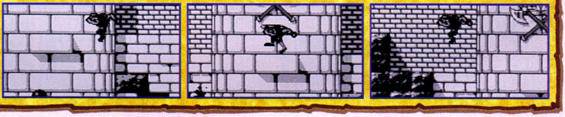




LEVEL TWO FINISH

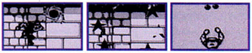
HIT THE HIDDEN LEDGE

As you're climbing up to the exit of this stage, you'll see a symbol on the column. Jump to an invisible ledge under this symbol and jump again to the ledge on the far left to enter a bonus-filled area.



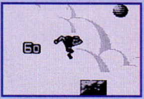
WARP FOR 1-UPS

When you advance to a new bell level, you'll come across the entrance to a warp section. Collect all 10 pieces of fruit in the section and exit before time expires to earn a 1-Up.



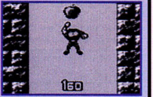
WARP SECTION ONE

There are 10 dropping platforms over a bed of spikes and 10 pieces of fruit in the air. If you can hit all of the fruit without hitting the spikes, a 1-Up will be yours.



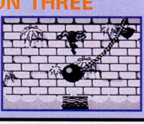
WARP SECTION TWO

If you've completed the first warp section, you'll enter this narrow, water-filled area the next time you warp. Swim quickly to the top and collect the fruit along the way.



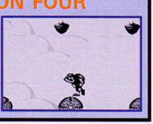
WARP SECTION THREE

Large balls swinging on ropes are positioned to knock you off your raft in this area. Try to avoid getting hit and jump to collect all of the fruit before the time is up.



WARP SECTION FOUR

In this most challenging warp section you must jump from one floating log to the next and try not to slip when they roll. Collect the fruit, exit and rack up another 1-Up.

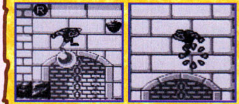


WATCH FOR DANGEROUS DUNGEON DEVICES

Spiked pits seem to be the specialty of the dungeon designer. You can't walk more than a few steps without coming up to another dangerous drop. Most of them are filled with water. If you should happen to slip into a pit, press the A Button rapidly and you'll have a good chance of getting out before you hit the spikes.

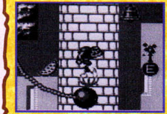
FLOAT ACROSS GAPS

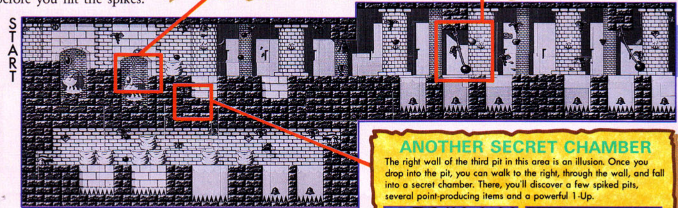
The cauldrons of the dungeon produce big bubbles. You can ride on them briefly, but jump off before they pop or you'll fall.



BEWARE OF STEEL BALLS

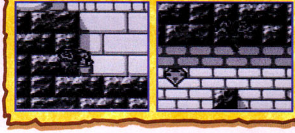
Several big balls swing back and forth on ropes in the dungeon. If you're not looking, they'll knock you into a spiked pit. Dodge them as they swing toward you or leap onto them and ride across long gaps.





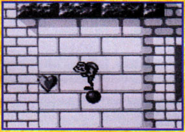
ANOTHER SECRET CHAMBER

The right wall of the third pit in this area is an illusion. Once you drop into the pit, you can walk to the right, through the wall, and fall into a secret chamber. There, you'll discover a few spiked pits, several point-producing items and a powerful 1-Up.



BUBBLES AND BALLS

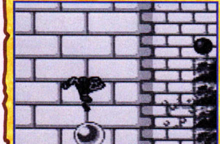
By riding on cannon balls and cauldron bubbles you can get to the top of this area and collect a 1-Up. Be careful not to fall into the cauldrons.

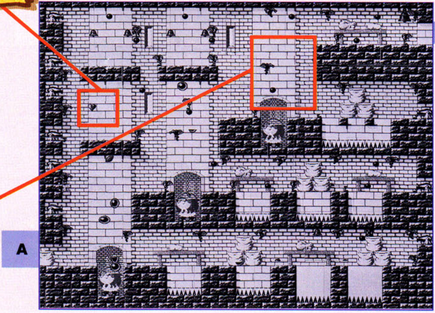


LEVEL THREE COMPLETE

TURN IN THE AIR

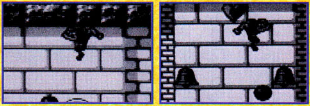
Getting to the exit of this stage can be tricky. You'll have to ride a bubble straight up to the level of the ledge, then hop a ride on a cannon ball as it flies toward the goal. Give yourself plenty of time to perform this maneuver or you may end up under the big bell.



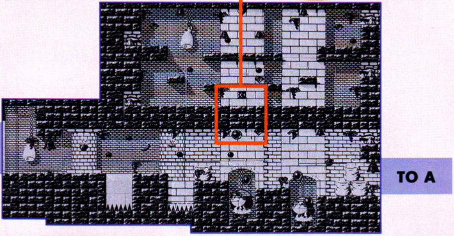


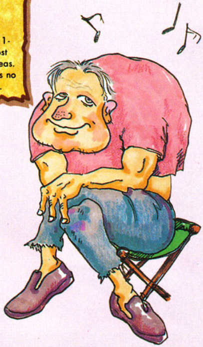
FLY THROUGH THE CEILING

By riding a cauldron bubble, you can float through the illusionary bricks in the ceiling here and ride up to a danger-free zone. Collect the bells, diamonds and a 1-Up in the area, then drop back down and continue your quest.



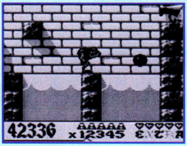
There are 1-Ups in most hidden areas. This one is no exception.

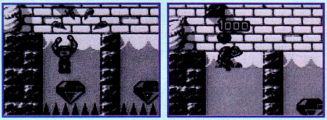




A 1,000 POINT DIAMOND RING

Once you've hit 20 bells without cashing in your chips, you'll be at Bell Level Five. Your reward for achieving this level of bell-ringing mastery is the appearance of several diamonds worth 1,000 points each.





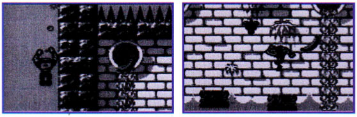
Once you've hit Bell Level Five, you can ring up the score with 1,000 point diamonds.

YOUR ADVENTURE'S ONLY HALF OVER

Once you've completed the third level, you'll still have three more levels to go before your journey comes to a close. After Level Three, 1-Ups can be pretty scarce. Hopefully, you'll have plenty of them saved up so that you can venture far into the remaining levels without starting all over again. The Hunchback's work is only done when all of the bells have been rung. Keep searching for them and pick up fruit and the occasional 1-Up on the way. But watch out for sharp objects and fireballs. They're abundant in the advanced levels.

LEVEL FOUR

Time is tight and you have very little mobility in this underwater area. Search for hourglasses to extend the limit and keep swimming.

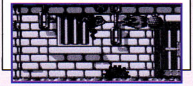


LEVEL FIVE

You'll have to be a real swinger in this level to make it from rope to rope without falling into the fire below. Be careful and take your time.

LEVEL SIX

The big castle at the end of your journey is full of super sharp rolling blades. Ouch!



T2
TERMINATOR 2
JUDGMENT DAY

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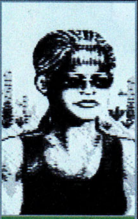
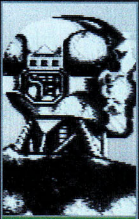
HE SAID HE'D BE BACK!

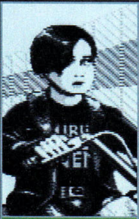
Terminator 2: Judgement Day for Game Boy follows the story line of the immensely successful action movie. There are five relatively short levels in the game, but the game can be difficult because there are no Continues. Between Stages 2 and 3, three puzzle-type screens will serve to further the T2 challenge. One of the interesting points about this game is the fact that you will assume the character of John Connor for the first two stages and then you will play the role of the Terminator for the last three stages of the game. Stages 1 and 2 are set in the distant future. Stages 3, 4 and 5 are set in the present time. Between each stage, Sarah Connor will appear on-screen to give you tips and to inform you about what to expect in the upcoming level.



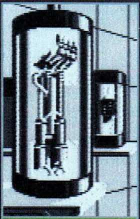
STAGE 1:
Machines have taken over the world! As John Connor, you must drop the shield that surrounds Skynet so the resistance force can gain entry to the base.



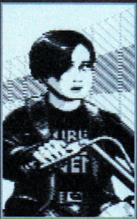
STAGE 2:
Inside Skynet, John must locate the T-800 storage area to find a Terminator and re-program it. He will then send it to the past to protect himself as a child.



STAGE 3:
You, as the Terminator, must protect young John Connor from the powerful and versatile T-1000 cyborg. Ride through the Los Angeles drainage culverts and fend off the attacking T-1000.

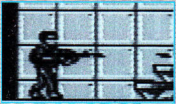


STAGE 4:
Inside the Cyberdyne Labs, the Terminator must shut down the laser security gates to locate and access the arm and chip which were left over from the remains of the first T-800.



STAGE 5:
The Terminator meets up with the T-1000 for the final battle. Your game skills will determine if our young hero, John Conner, will grow up to lead the Resistance.

WEAPONS



Your character, either John Connor or the Terminator, will receive different weapons throughout the game. The weapon will always be some type of gun. You will have unlimited ammo in every level except Stage 5. Use the B Button to fire the gun. A total of four shots can be launched in a rapid-fire manner. By pressing the A Button to jump while shooting, the shots can cover a wider vertical range. You will usually crouch down and shoot to take out most of the enemies.

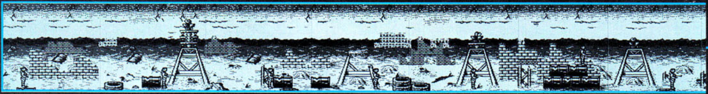
DIFFERENT ROLES

You play the first two stages of the game in the future as John Connor. Machines have taken over the world. It's up to you to put a stop to it. In the present-day setting of Stages 3, 4 and 5, you play the role of the T-800 Terminator. Your mission is to protect young John Connor and to stop the events which will lead to the future disaster.

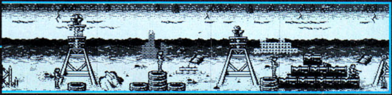
STAGE 1

Skynet's super-computers are in control of the world. Years ago, through vast technological improvements, the computers became self-aware and in a split second made the decision that the human race was inferior and should be eliminated. Only a handful of survivors remain after the holocaust occurred. The survivors have joined together to form a movement called the Resistance. John Connor is their leader. The first task which John must attend to is to shut down the powerful forcefield surrounding the Skynet Complex by taking out the five Power Generators which are individually situated at the top of fortified tower structures. T-800 Terminators, Skynet ships and a multitude of mines will try to prevent John from accomplishing his mission.

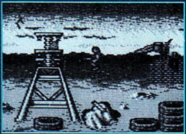
START



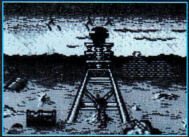
END



TALLEST TO SHORTEST



Jump up and touch the Message Pod on the second to last tower. Your mother, Sarah Connor, will give you instructions on how to take out the five Power Generators.

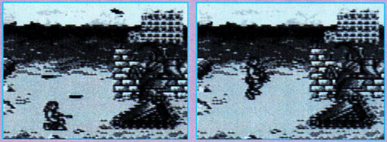


Stand in front of the Power Generator towers. Press Up on the controller to direct your fire at them. Get out of the way before they fall!

You cannot exit Stage 1 if the Power Generators are in the wrong order. Avoid the mines and shoot the robots which block your path. The bombs which are dropped from the ships will not hurt you unless you are standing on or near them when they explode.

ANNIHILATE THE SKYNET GUNNER

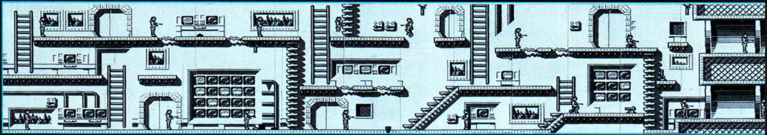
When all five Power Generators have been taken out in the correct order, run to the right. The Skynet Gunner will be waiting for your arrival. You must jump up and shoot the Gunner to do any damage to it. However, the Gunner will fire a multitude of random shots which you must dodge. It will take quite a few hits to destroy the Gunner. Take your time and save your energy.



The Skynet Gunner does not move too much, but it does fire a multitude of shots at you. Stand in the middle of the screen. You must jump and fire in order for any of your shots to do damage to the boss. Duck down when the Gunner fires shots at your head.

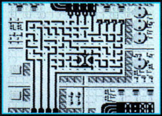
T-800 STORAGE ROOM
STAGE 2

The ladders in the Skynet Complex are tough to negotiate, but you can usually jump up and onto them. The gaps in the floor are electrified, so don't fall through them. Study the map because there's only one way to go through the first half of the stage. Look out for the T-800 Guards and Mini-Gunners.



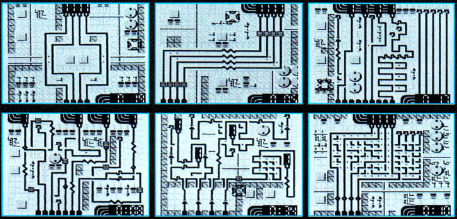
RE-PROGRAM THE T-800

The re-programming of a T-800 is done in three steps. Connect the wires before the timer runs out. To function properly, the circuitry must be fully connected when the unit powers up. If you fail to connect the wires the first time, you'll get one more shot at it. The 1's on the LED readout must turn to 0's.


This circuitry grid looks a bit overwhelming at first, but if you concentrate on completing one wire at a time, you'll achieve your goal.

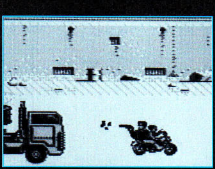
CIRCUITRY KEY

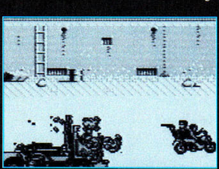
Pausing the game to study the circuits doesn't work because the screen goes blank and "GAME PAUSED" appears. We've taken a screen shot of each completed circuit to show you here. Take the time to memorize the layout of each completed circuit. Soon you'll be reprogramming T-800 Terminators with ease!



PROTECT YOUNG JOHN
STAGE 3

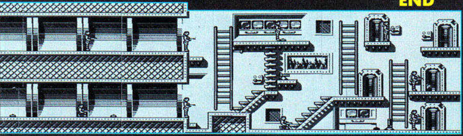
John Connor has made it into the T-800 Storage Room, successfully reprogrammed a T-800 and has sent it back into the past. The T-800's assignment is to protect the young John Connor from the powerful new T-1000 cyborg which was sent into the past as well. The T-1000 has taken over an 18-wheeler and is trying to run John down. Use the T-800 Terminator's shotgun to fend off the T-1000 in the approaching semi-truck. Avoid the debris in the culvert to stay out ahead of the T-1000. Aim for the cab of the truck to do the most damage.


Shoot rapidly at the semi-truck's windshield to get to the T-1000.

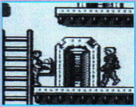

BOOM! The truck bites the dust and the T-1000 is left behind. He'll be back, though.

DON'T STOP NOW!

John Connor's energy is not replenished at the beginning of Stage 2. Take extra care not to get hit by enemies in this stage. You won't be able to avoid the mines in the lower long hallway, so you must have enough energy to withstand a few hits.



STORAGE AREA

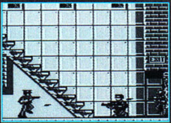


You can try to get into each of the last five doors, but only the middle door in the last row will grant you entrance. Stand directly in front of the door and press Up on the directional control for a few seconds. This completes the stage. There is no boss.

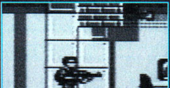
CYBERDYNE LABS

STAGE 4

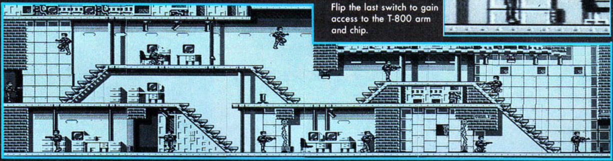
The Terminator will have to visit every area of Cyberdyne Labs to complete this stage. You'll get the powerful 40 watt Plasma rifle here. Be careful to flip each switch in the correct order. You'll have to go to the exit first and then double back to get through all of the electrified forcefields. The arm and chip which were left over from the remains of a previous T-800 await you after you have disarmed all of the forcefields.



The Plasma rifle is powerful, but the ammo won't last forever!



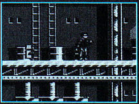
Flip the last switch to gain access to the T-800 arm and chip.



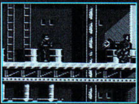
HASTA LA VISTA, BABY!

STAGE 5

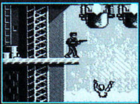
There's not a whole lot of action in the Steel Factory, but you must use patience and perseverance to make it through and defeat the unrelenting T-1000 Terminator. The T-1000 will take some damage from your guns and lose the ability to transform itself. Constantly being able to shoot your gun is the key to defeating the T-1000. Each gun has a set number of shots. The drops which fall from the ceiling will not do any damage to you, but they will block your valuable shots. Get close to the T-1000, shoot and then back away.



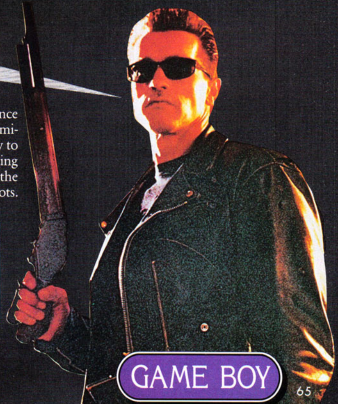
Wait for the gun to drop down and then get it. Don't approach the T-1000 for hand-to-hand combat unless you have plenty of power.

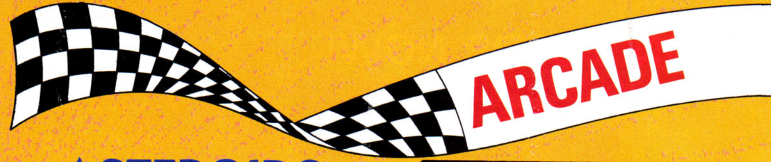


Drive the T-1000 to the right by using your gun. He won't charge you if kept at a distance. Take your time and grab any guns that appear.



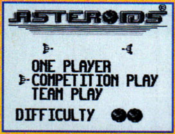
Laugh out loud as the T-1000 falls into, thrashes around in, and is melted in the steaming vat of molten metal. You've won!

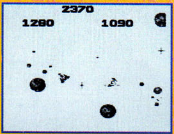




ASTEROIDS

The arcade version of Asteroids has a two-player mode, but players have to take turns. The Game Boy version could have been programmed that way also, however, the programmers decided to spice up the action by utilizing the Game Boy's Game Link capabilities. Using the Game Link, two players can go head-to-head in Competition Play or join forces in Team Play! Remember, both Game Boys must have an Asteroids cartridge inserted for the Game Link to operate properly. Have you Game Linked recently?

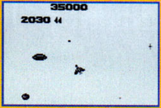

ASTEROIDS®
ONE PLAYER
▸COMPETITION PLAY
TEAM PLAY
DIFFICULTY ●●


2370
1280 1090

Using the Game Link, you and a friend can team up or go against each other in this classic shooter. Double your blasting and scoring power in the Team Play mode.

Shoot The Ship

The experienced Asteroids player will undoubtedly know this trick. When playing in the Medium or Hard levels, the UFO will appear. Destroy all but one chunk of frozen space rock, keep moving and just wait for the UFO to come out. When it does appear, blast it! You can rapidly increase your score if you're good at this trick. Get the UFO quickly because it can shoot or crash into the remaining asteroid.


35000
2030

Obliterate the UFO before it gets you or hits the remaining asteroid.

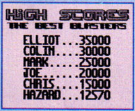
Caught In The Middle!

The deep-space action is fast and furious as your ship drifts farther and farther into the ominous asteroid belt. One of the first true arcade classics has arrived on the small screen! Atari's late-seventies brainchild translates exceptionally well to the Game Boy format. The graphics and sound are on the same level as the original. This addictive game earned high marks in fun when it first came out and it still does today! However, now you don't have to hunt around looking for the upright arcade machine—you can take Asteroids along with you!

HIGH SCORE

Definitely consider yourself to be an Asteroids expert if you can knock off the pre-programmed high score of 35,000 in the One-Player mode. It'll take practice and limber thumbs to accomplish this feat.

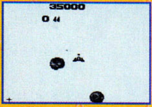
Send In Your High Scores To Power Players


HIGH SCORES
THE BEST BLASTERS
ELLIOT...35000
COLIN....30000
MARK.....25000
JOE......20000
CHRIS....15000
HAZARD...12570

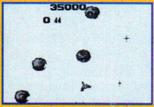
Snap off a photo of your high score and send it in to us!

3 Degrees Of Difficulty

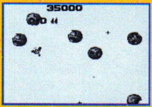
In all three levels of difficulty it should be a general rule to finish off the smaller, broken-up asteroids first. This will decrease the likelihood of an asteroid collision with your ship. Smaller, quicker and deadlier UFOs will come out after you've accumulated a substantial amount of points and dusted off a squadron of regular UFOs. Make sure your shooting skills are up to snuff when you tangle with the smaller UFOs because there's nowhere to run and nowhere to hide.


35000
0

The UFO won't come out in the 1 Asteroid Level. You won't be able to score as quickly as in the other two levels, but you won't have anything shooting at you, either.

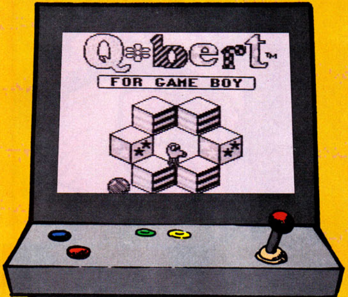

35000
0

Don't waste your time in the 2 Asteroid Level . . . shoot rapidly and keep moving! If you remain stationary, sooner or later an asteroid will cross your path and seal your fate.


35000
0

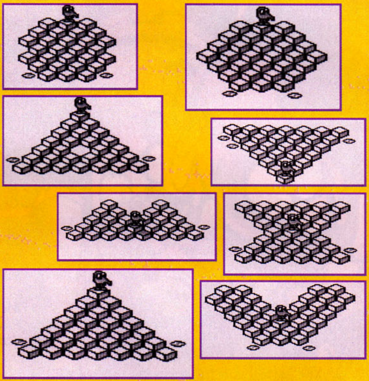
The ultimate Asteroids challenge! In this level you will face more asteroids and faster ships which have better aim. You'll have to be an ace to survive for very long.

1979, 1991 Atari Corp.



Q*BERT

The arcade version of Q*bert had a simple playfield. The Game Boy version has many geometrically shaped playfields so the challenge is ever-changing. If you're unsure about where you need to go or which blocks you have yet to change, pause the game and you'll be able to view the whole playfield. This is a great feature and is helpful in the latter stages of the game. Pausing the game also allows you to see where the spinning escape disks are. Pictured below are samples of playfields.



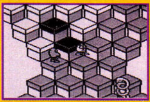
Pause the game to check out the total playfield. Some of the screens have blocks with similarly shaded sides which makes the level more challenging.

Just A Jumpin' Fool

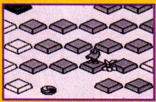
Another arcade classic comes to Game Boy. This version of Q*bert is much better than the arcade game! The characters are all the same, but the variety of screens and other game play options make the Game Boy version from Jaleco a winner. Besides, it's rather difficult carrying an arcade machine in your coat pocket! Jump on the blocks as many times as it takes to change them to the shade of the block shown at the bottom of the screen. Don't get carried away and jump off the playfield or you'll lose a life. Jump off only when there's a spinning disk present.

Good With Bad

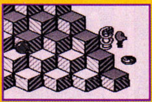
There are good and bad creatures and items in this game. Avoid the bad characters while changing the shades of the blocks. Q*bert will earn bonus points for nabbing items like apples, cherries and freeze balls, but will lose a life if he comes in contact with any enemies. Coily, Lefty, Righty, Wrong-way, Ugg and the Bad Ball are all out to stop Q*bert. Slick and Sam will erase all of your hard jump work by changing the blocks to a different shade. Stop them quickly.



Slick and Sam will hop on and change the shades of your blocks. Stop them and change the shades back.



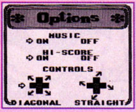
At a whopping 2,500 points apiece, you'd be crazy to pass up the delicious cherries!



Look out! Here comes Coily! Outsmart him by leaping onto the nearest spinning disk. See ya later, Coily!

OPTIONS

The most important option is the directional control. Diagonal appears to be the easiest, but it's difficult to push in two directions. Master the straight control.



Options

MUSIC
ON OFF

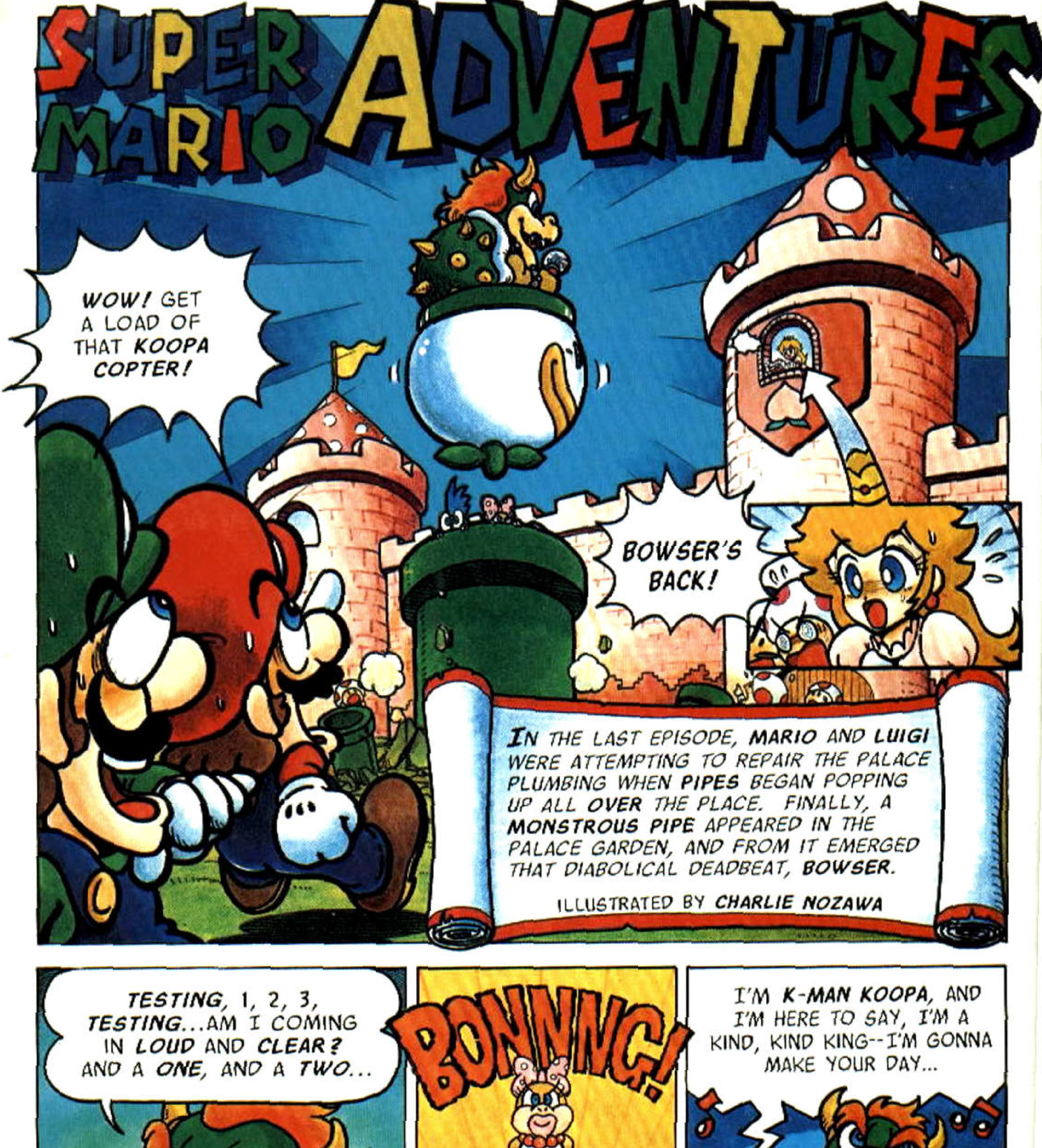
HI-SCORE
ON OFF

CONTROLS
DIAGONAL STRAIGHT

Music? A view of the high scores? Diagonal or straight control? It's up to you.

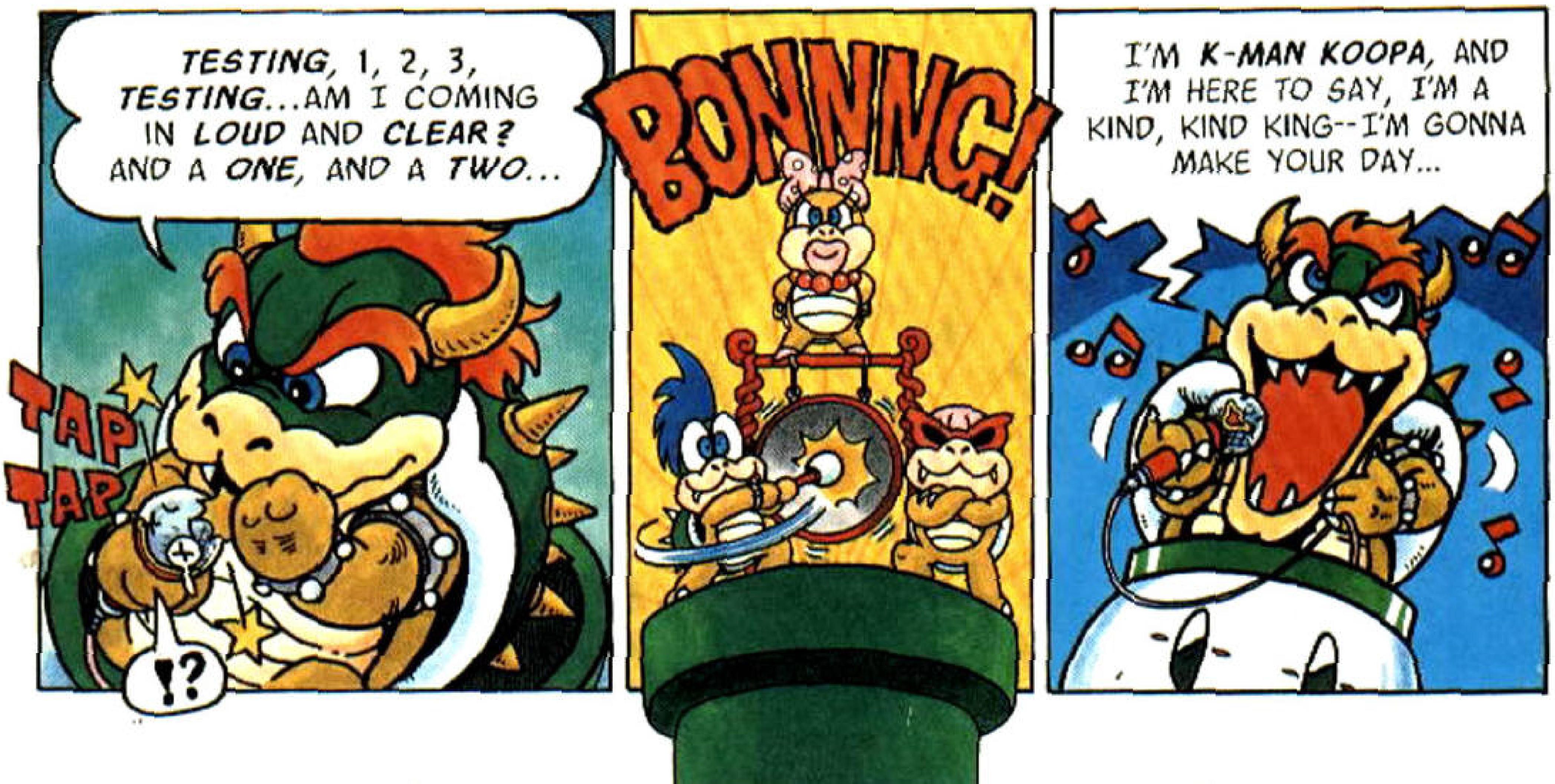
NEW MATTER © 1992 JVW ELECTRONICS INC.
TM&© 1983 COLUMBIA PICTURES INDUSTRIES INC.

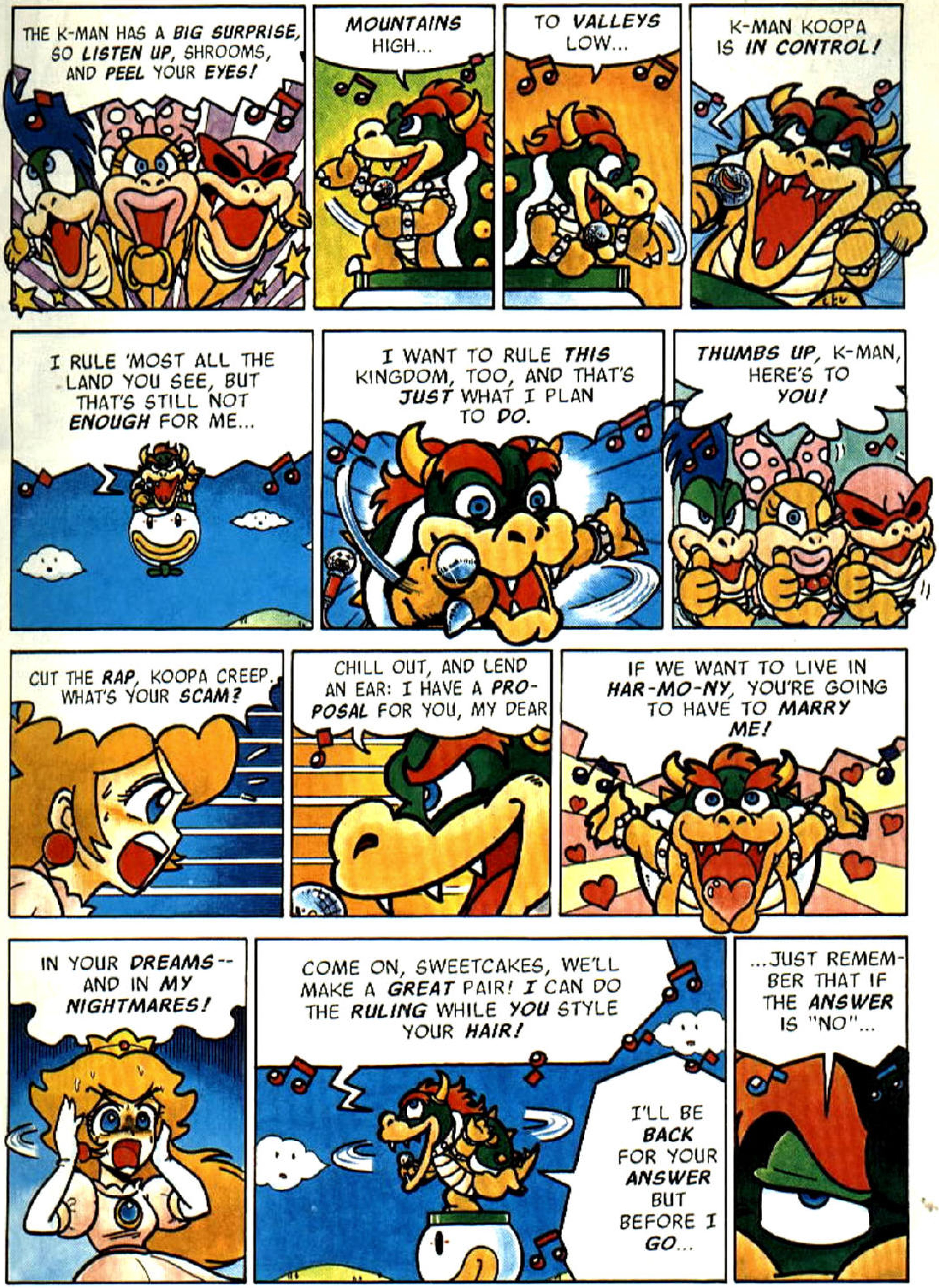
SUPER MARIO ADVENTURES

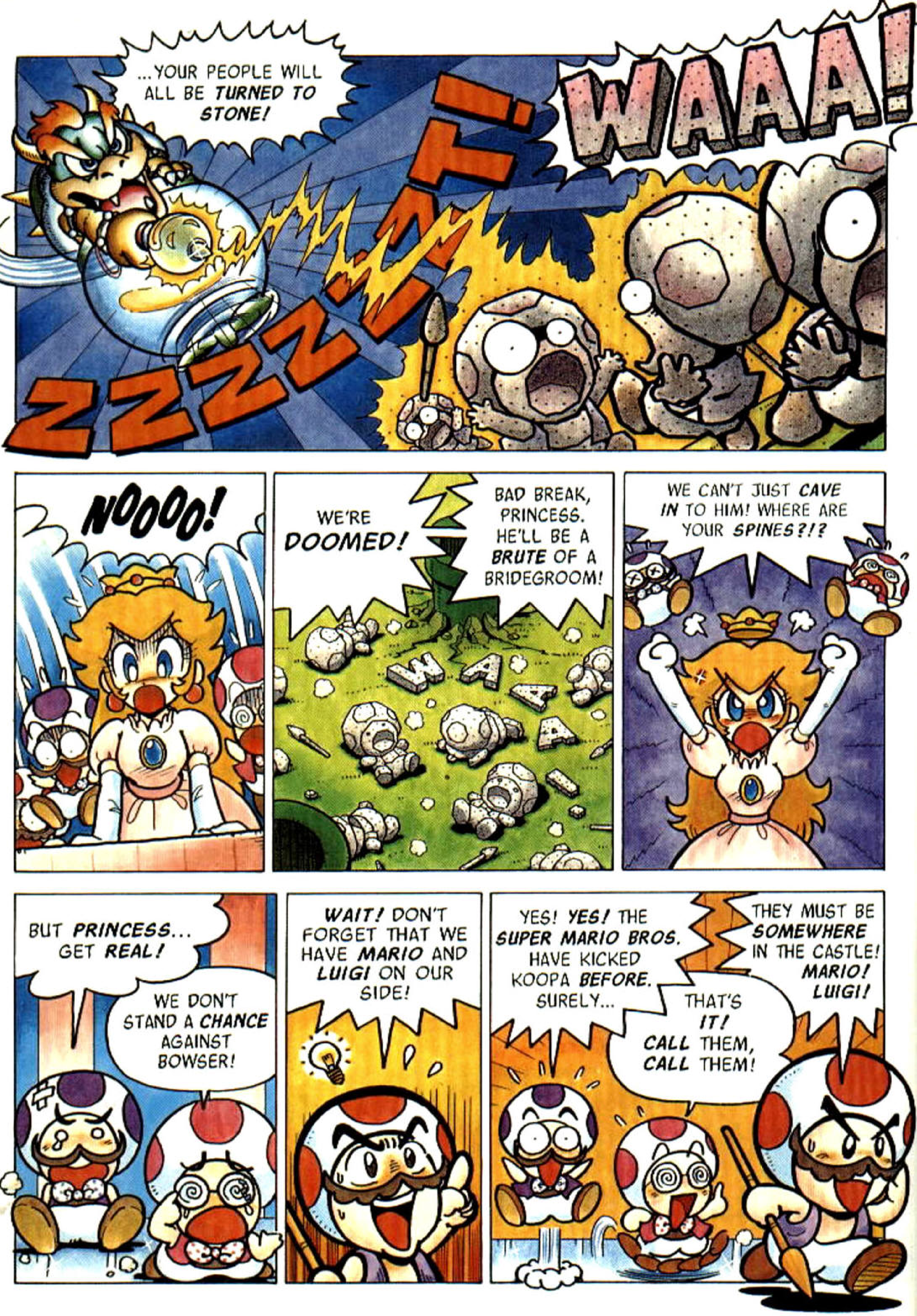

WOW! GET A LOAD OF THAT KOOPA COPTER!
BOWSER'S BACK!

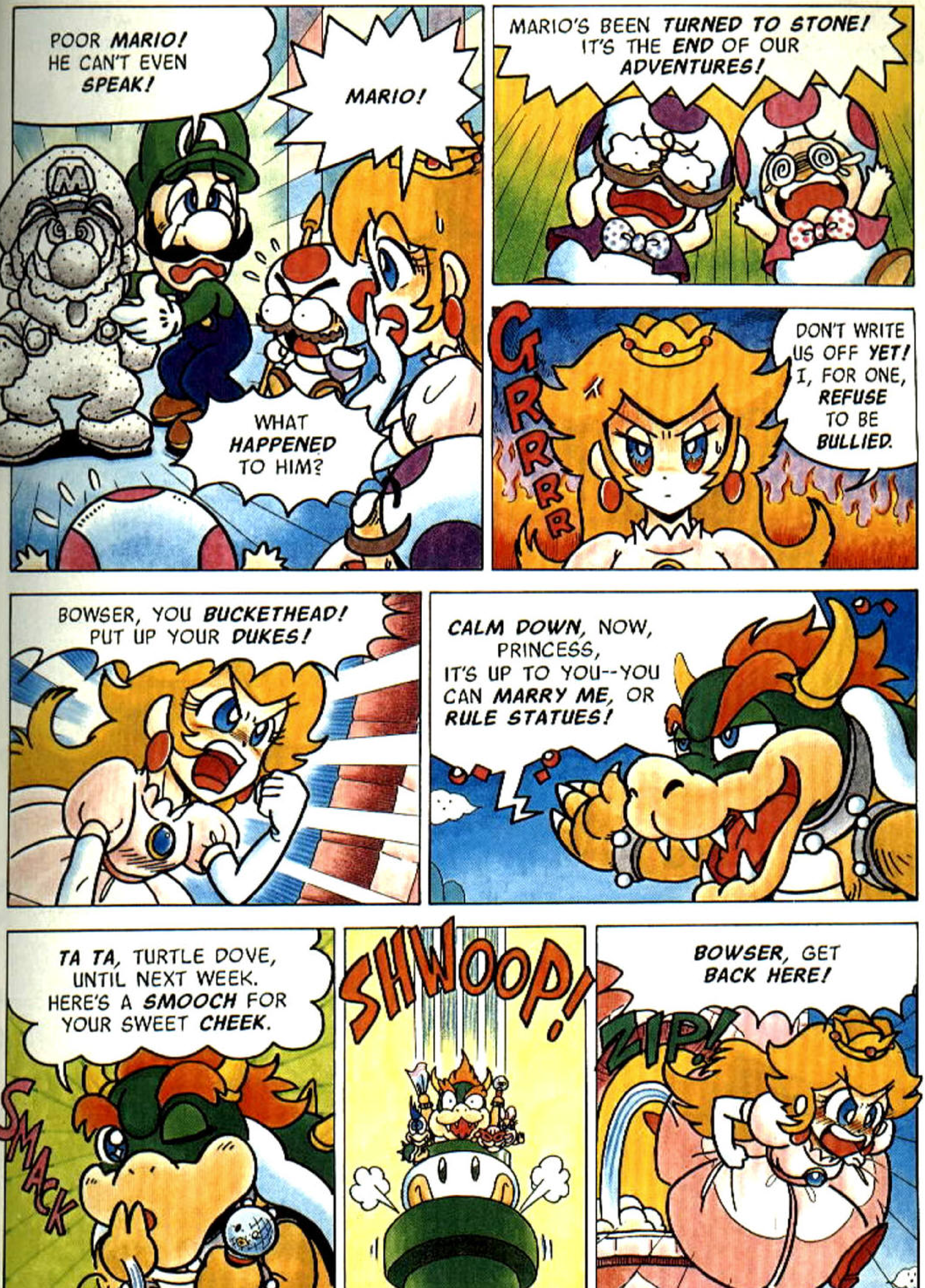
In the last episode, **Mario** *and* **Luigi** *were attempting to repair the palace plumbing when* **pipes** *began popping up all* **over** *the place. Finally, a* **monstrous pipe** *appeared in the palace garden, and from it emerged that diabolical deadbeat,* **Bowser.**

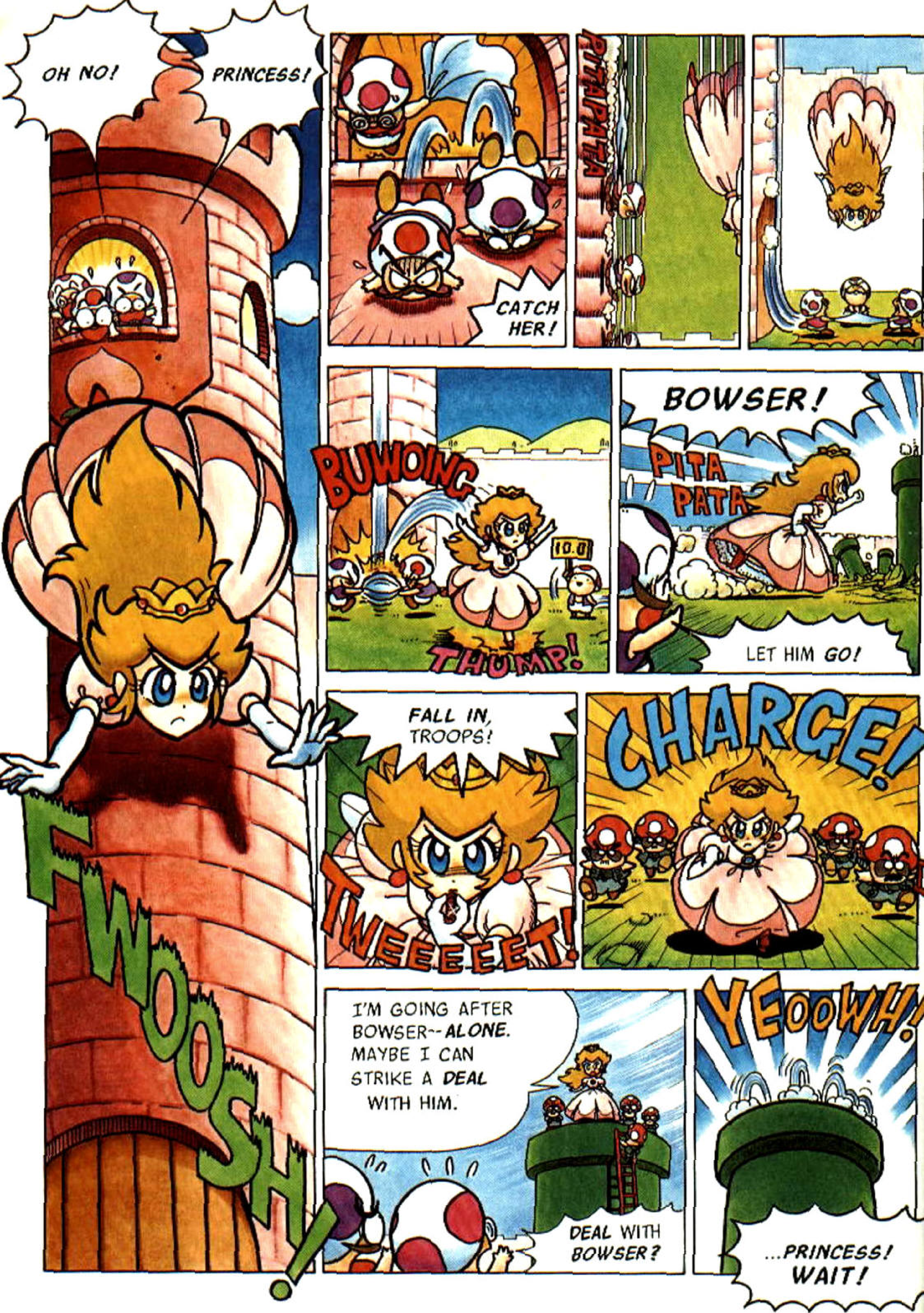
ILLUSTRATED BY **CHARLIE NOZAWA**

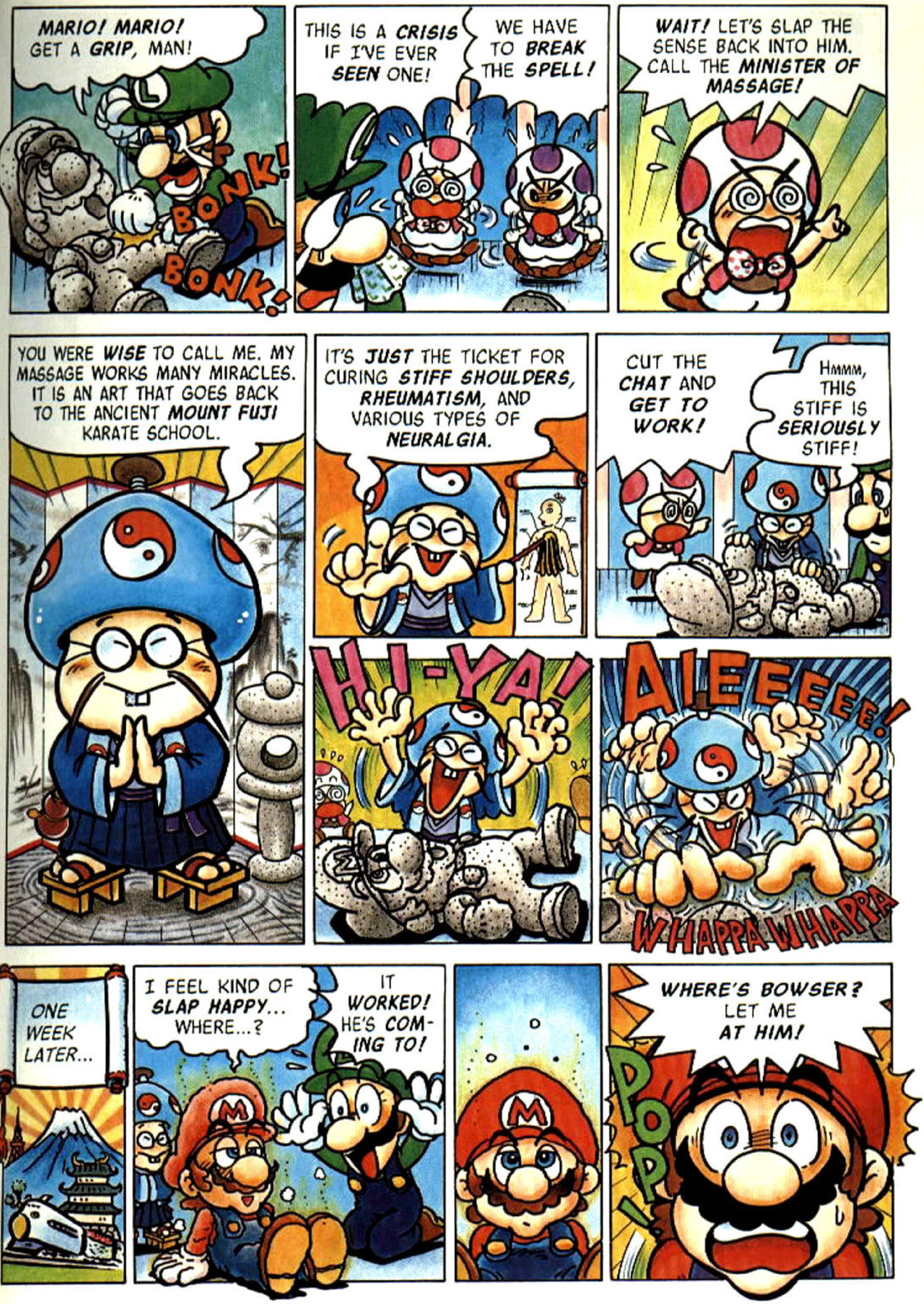

TESTING, 1, 2, 3, TESTING...AM I COMING IN LOUD AND CLEAR? AND A ONE, AND A TWO...
TAP TAP
!?
BONNNG!
I'M K-MAN KOOPA, AND I'M HERE TO SAY, I'M A KIND, KIND KING--I'M GONNA MAKE YOUR DAY...

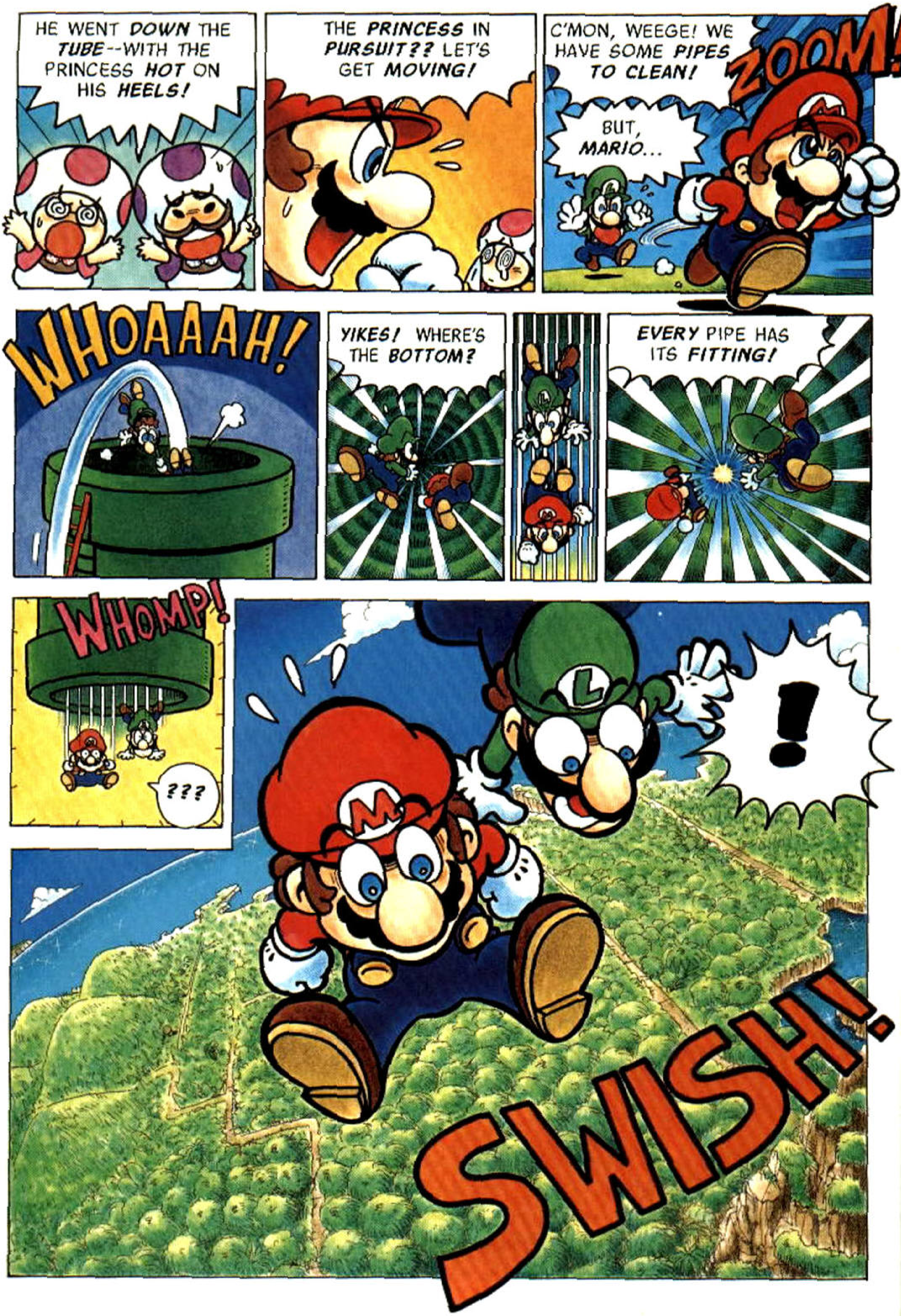

THE K-MAN HAS A **BIG SURPRISE**, SO **LISTEN UP**, SHROOMS, AND **PEEL** YOUR **EYES!**
MOUNTAINS HIGH...
TO **VALLEYS** LOW...
K-MAN KOOPA IS **IN CONTROL!**
I RULE 'MOST ALL THE LAND YOU SEE, BUT THAT'S STILL NOT **ENOUGH** FOR ME...
I WANT TO RULE **THIS** KINGDOM, TOO, AND THAT'S **JUST** WHAT I PLAN TO **DO**.
THUMBS UP, K-MAN, HERE'S TO **YOU!**
CUT THE **RAP**, KOOPA CREEP. WHAT'S YOUR **SCAM?**
CHILL OUT, AND LEND AN EAR: I HAVE A **PROPOSAL** FOR YOU, MY DEAR
IF WE WANT TO LIVE IN **HAR-MO-NY**, YOU'RE GOING TO HAVE TO **MARRY ME!**
IN YOUR **DREAMS**-- AND IN **MY NIGHTMARES!**
COME ON, SWEETCAKES, WE'LL MAKE A **GREAT** PAIR! **I** CAN DO THE **RULING** WHILE **YOU** STYLE YOUR **HAIR!**
I'LL BE **BACK** FOR YOUR **ANSWER** BUT BEFORE I **GO**...
...JUST REMEMBER THAT IF THE **ANSWER** IS "NO"...

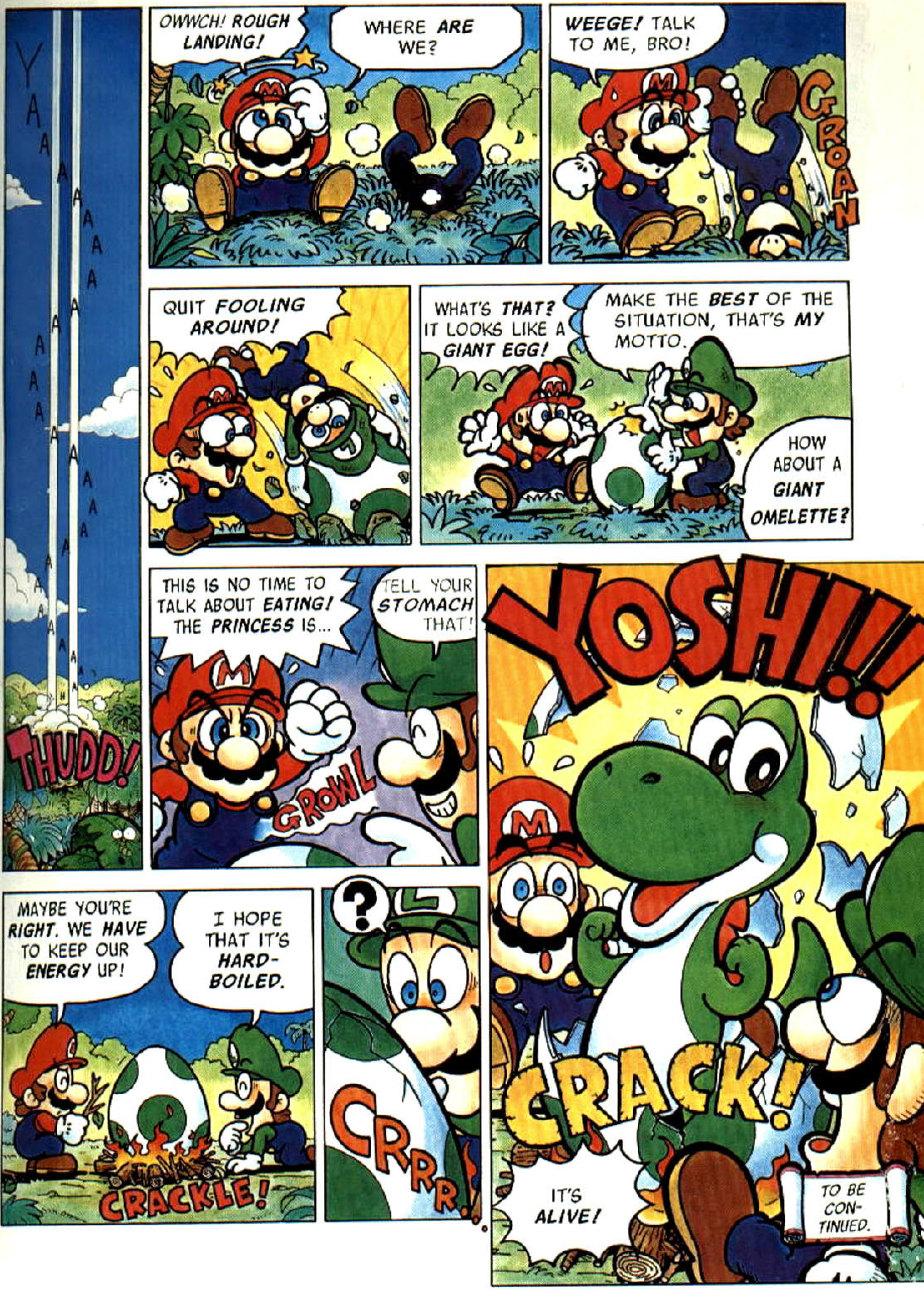

...YOUR PEOPLE WILL ALL BE *TURNED TO STONE!*
ZZZZZZZT!
WAAAA!
NOOOO!
WE'RE *DOOMED!*
BAD BREAK, PRINCESS. HE'LL BE A *BRUTE* OF A BRIDEGROOM!
WAAA!
WE CAN'T JUST *CAVE IN* TO HIM! WHERE ARE YOUR *SPINES?!?*
BUT *PRINCESS...* GET *REAL!*
WE DON'T STAND A *CHANCE* AGAINST BOWSER!
WAIT! DON'T FORGET THAT WE HAVE *MARIO* AND *LUIGI* ON OUR SIDE!
YES! *YES!* THE *SUPER MARIO BROS.* HAVE KICKED KOOPA *BEFORE.* SURELY...
THAT'S *IT! CALL* THEM, *CALL* THEM!
THEY MUST BE *SOMEWHERE* IN THE CASTLE! *MARIO! LUIGI!*

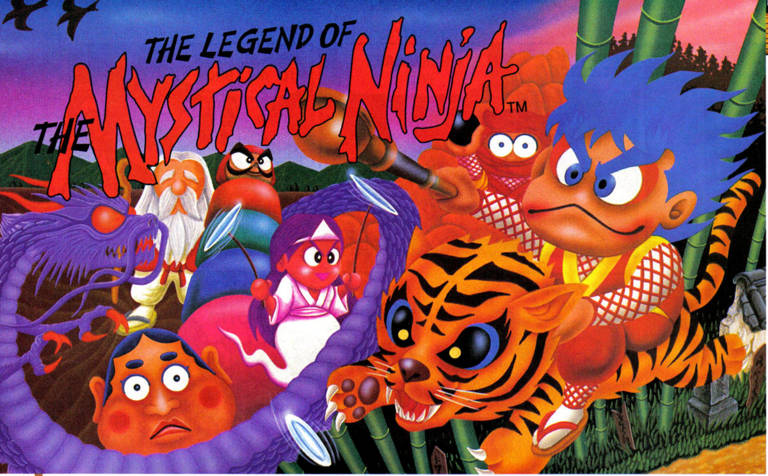

POOR MARIO! HE CAN'T EVEN SPEAK!
MARIO!
WHAT HAPPENED TO HIM?
MARIO'S BEEN TURNED TO STONE! IT'S THE END OF OUR ADVENTURES!
GRRRRR
DON'T WRITE US OFF YET! I, FOR ONE, REFUSE TO BE BULLIED.
BOWSER, YOU BUCKETHEAD! PUT UP YOUR DUKES!
CALM DOWN, NOW, PRINCESS, IT'S UP TO YOU--YOU CAN MARRY ME, OR RULE STATUES!
TA TA, TURTLE DOVE, UNTIL NEXT WEEK. HERE'S A SMOOCH FOR YOUR SWEET CHEEK.
SMACK
SHWOOP!
BOWSER, GET BACK HERE!
ZIP!


OH NO! PRINCESS!
FWOOSH!
CATCH HER!
PITAPATA
BUWOING
10.0
THUMP!
BOWSER!
PITA PATA
LET HIM GO!
FALL IN, TROOPS!
TWEEEEEET!
CHARGE!
I'M GOING AFTER BOWSER--ALONE. MAYBE I CAN STRIKE A DEAL WITH HIM.
DEAL WITH BOWSER?
YEOOWH!
...PRINCESS! WAIT!


MARIO! MARIO! GET A GRIP, MAN!
BONK! BONK!
THIS IS A CRISIS IF I'VE EVER SEEN ONE!
WE HAVE TO BREAK THE SPELL!
WAIT! LET'S SLAP THE SENSE BACK INTO HIM. CALL THE MINISTER OF MASSAGE!
YOU WERE WISE TO CALL ME. MY MASSAGE WORKS MANY MIRACLES. IT IS AN ART THAT GOES BACK TO THE ANCIENT MOUNT FUJI KARATE SCHOOL.
IT'S JUST THE TICKET FOR CURING STIFF SHOULDERS, RHEUMATISM, AND VARIOUS TYPES OF NEURALGIA.
CUT THE CHAT AND GET TO WORK!
HMMM, THIS STIFF IS SERIOUSLY STIFF!
HI-YA!
AIEEEEEE!
WHAPPA WHAPPA
ONE WEEK LATER...
I FEEL KIND OF SLAP HAPPY... WHERE...?
IT WORKED! HE'S COMING TO!
WHERE'S BOWSER? LET ME AT HIM!
POP!

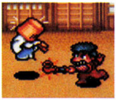

HE WENT DOWN THE TUBE--WITH THE PRINCESS HOT ON HIS HEELS!
THE PRINCESS IN PURSUIT?? LET'S GET MOVING!
C'MON, WEEGE! WE HAVE SOME PIPES TO CLEAN!
BUT, MARIO...
ZOOM!
WHOAAAH!
YIKES! WHERE'S THE BOTTOM?
EVERY PIPE HAS ITS FITTING!
WHOMP!
???
!
SWISH!


YAAAAAAAAAAAAAAAAAAAA
THUDD!
OWWCH! ROUGH LANDING!
WHERE ARE WE?
WEEGE! TALK TO ME, BRO!
GROAN
QUIT FOOLING AROUND!
WHAT'S THAT? IT LOOKS LIKE A GIANT EGG!
MAKE THE BEST OF THE SITUATION, THAT'S MY MOTTO.
HOW ABOUT A GIANT OMELETTE?
THIS IS NO TIME TO TALK ABOUT EATING! THE PRINCESS IS...
TELL YOUR STOMACH THAT!
GROWL
MAYBE YOU'RE RIGHT. WE HAVE TO KEEP OUR ENERGY UP!
I HOPE THAT IT'S HARD-BOILED.
CRACKLE!
?
CRRRR...
YOSHI!!!
CRACK!
IT'S ALIVE!
TO BE CONTINUED.



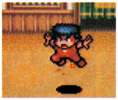
HUMOR AND HEROICS IN THE FAR EAST

Join the heroic team of Kid Ying and Dr. Yang for a fast and funny two-player simultaneous adventure in Konami's The Legend of The Mystical Ninja. Something's amiss in the mysterious land of Edo and, being the brave adventurer(s) that you are, you've decided to investigate. The story unfolds in nine action-packed stages. You'll gather clues and buy supplies in villages, then take off for big battles in the hideouts and fortresses of menacing mystics.



● CLOBBER

By tapping the A or Y Button, you can knock out attacking enemies with one of three weapons. The weapons change as you advance.

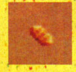


● LEAP

You can hit the B Button to jump, but try not to collide in mid air with one of the many menacing meanies in the area.

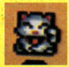
SPECIAL ITEMS INCREASE YOUR CHANCES

After you knock out your enemies, you can pick up the Coins, Scrolls and Cats that they leave behind. Use the money that you collect to purchase more items in village shops. Some store-bought items replenish lost energy while others protect you from enemy attacks or give you extra power. They'll really help in a pinch.



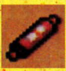
● GOLD COINS

Accumulate Coins to buy items in shops or toss them at enemies from a distance.



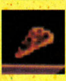
● LUCKY CATS

Every eighth enemy that you defeat will leave behind a Cat. Collect them to increase weapon strength.



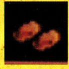
● SCROLLS

Your Magic Power will increase by one level for every Scroll that you collect.



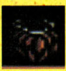
● PIZZA SLICES

If you're carrying a Pizza Slice, your power will be restored automatically when it's low.



● STRAW SANDALS

When you wear extra Sandals, you can run faster and jump farther than when you have a single pair.



● STRAW COAT

For every Straw Coat that you buy, you'll be unaffected by four enemy hits.

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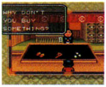
TOUR THE TOWNS' ATTRACTIONS

There are a lot of different kinds of attractions in the villages of greater Edo. Make sure that you open every door and peak behind every curtain to see what's inside. Some establishments are set up to help you prepare for your next big battle and some are there just for fun.

STORES

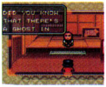
You'll come across several stores in your travels. Each one has a stock of three items. After you buy something, the price of that item will probably rise. Try to stock up on Straw Sandals, Pizza Slices, and items that will protect you from enemy contact like Straw Coats and Armor. If you've got enough cash, you can buy out the store.



WHY DON'T YOU BUY SOMETHING?

HOUSES

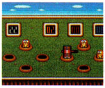
You might pass by houses and similar looking establishments without noticing that you can enter them since their sliding rice paper doors resemble walls. Walk up to these Japanese style entrances and push Up on the Control Pad to open them. Once inside, you could learn valuable information about the battle ahead.



DID YOU KNOW THAT THERE'S A GHOST IN

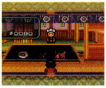
CARNIVAL GAMES

You can play three different kinds of carnival games for cash prizes. Play the Mole game and try to bop furry creatures as they pop out of holes. Try the Paint game and attempt to paint an area without overlapping. Give the Goblin game a chance and toss a ball into a vase which is balancing on a Goblin's head. All of them are challenging.



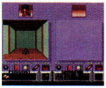
RESTAURANTS

The restaurants of Japan offer different types of food. Most serve sushi, a Japanese delicacy, but a Hamburger Joint in the Amusement Park serves American food. Eat up and re-energize on the spot or order Hamburgers to go and your energy will re-fill on the road when it reaches critical levels. You can carry as many as three Burgers at a time.



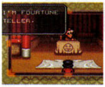
THE SECRET MAZE

For an admission of $100 per adventurer, you can enter a maze and search for a variety of special items. The maze is displayed in 3-D perspective with a split screen so that two players can explore different parts of the maze at the same time. Find the map to the maze and you'll know how to get to the places that you haven't yet discovered.



FORTUNE TELLER

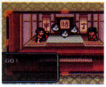
Slip the Fortune Teller $20 and he'll predict what will happen as soon as you leave his establishment. If the future looks bad, you'll leave to discover an enemy ambush. If the prediction is favorable, five friendly citizens will be waiting to award you with $50 each. If there's nothing of note in your future, then nothing will happen.



I'M FOURTUNE TELLER.

DICE HOUSE

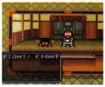
If you're in the mood for wagering, you can try your luck at the Dice House. The dealer rolls three Dice. You can bet whether their total will be greater than 11 or less than 10. If you're right, the Coins that you wager will be doubled. If you're wrong, the Coins will be taken away. There's no limit. Bet as much as you can afford to lose.



GO!

MARTIAL ARTS SCHOOL

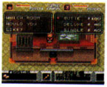
Earn special fighting techniques from the local martial arts expert. Training will cost you Coins and energy. Make sure that you have plenty of both. Once you know all of the right moves, you'll be able to use them in the next battle. The number of times that you can use your special moves depends on the number of Scrolls that you've found.



FIGHT! FIGHT!

INNS

If you're feeling weak, you can check into an Inn and re-energize. There are three accommodations available at different prices which will refill your energy at varying amounts. The least expensive room offers only a grass floor and a bed of hay. The most expensive room has all of the extras and will completely replenish your energy.

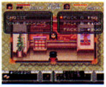


WHICH ROOM WOULD YOU LIKE?

SUITE $100
DELUXE $ 80
SINGLE $ 60

TRAVEL AGENCY

The O-Edo Travel Agency has three packages which offer different, comical views of water travel. Since the two more expensive packages don't involve paddling, you can rest up on these tours and refill four to six units of energy. The least expensive package may tucker you out. You might as well go first class if you can afford it.

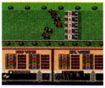


CHOOSE YOUR PACKAGE.

PACK A $50
PACK B $100
PACK C $200

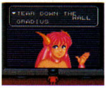
RACE TRACK

A field of fine fillies race once around the track. If you can pick the top two horses in the correct order (a bet known as the "Exacta") your $20 bet will be multiplied by the odds of that particular match-up and will be awarded to you. If a bet on the long shots pays off, you could win upwards of $300 on a single race.



GAME CENTERS

There are three different games available at various centers. Tear Down the Wall is a familiar game involving a paddle, a ball and break-away bricks. Hockey is a two-player game that plays like Air Hockey. Gradius is a faithful adaptation of the first level of the original Konami classic. All games cost $100 to play and are just for fun.



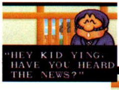
TEAR DOWN THE WALL
GRADIUS

As you continue your journey, you'll come across even more fun places like the puzzling Quiz House, the silly Sideshow and the challenging Concentration Game. You should try all of these attractions at least once, then return to the places that you've enjoyed.

WARLOCK ZONE I

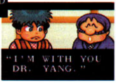
MYSTICAL GHOST

The adventure begins in the small town of Hagure, just outside of Edo. The Mystical Ghost of Horo-Horo Temple has spread a mysterious cloud over the town and has sent a band of sinister creatures to attack the citizens. It's up to Kid Ying and Dr. Yang to enter the temple, knock some sense into the Ghost and restore peace to the town.



"HEY KID YING,
HAVE YOU HEARD
THE NEWS?"

Dr. Yang tells Kid Ying that there are problems at Horo-Horo Temple.



"I'M WITH YOU
DR. YANG."

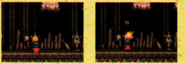
The two martial arts masters decide to go to the temple and battle the ghost.

TERROR IN THE TEMPLE

The trail to the Mystical Ghost is packed with perils. You should be prepared for a fight. A secret area under the temple's big bell will prove to be a great source for Coins and extra energy. If you're wearing several Straw Sandals for extra jumping distance, you'll be able to collect all of the bonuses in the area.

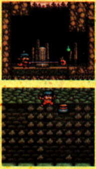
LIGHTS OUT

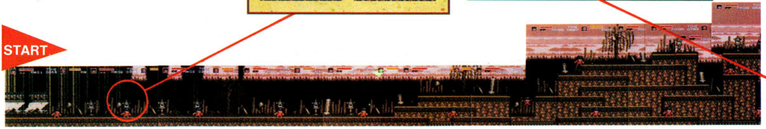
Lamps often contain Flaming Ghosts. If you're approaching a Lamp and a pair of eyes appears in the slits, run directly underneath it and swing your weapon upward. You'll get the Ghost before it gets to you.



A BIG BONUS BELOW

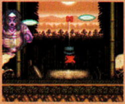
There's a marker under the big bell. Hit it and the marker will move, revealing the entrance to a bonus-filled area. If you're equipped with Straw Sandals, you can hop over the obstacles and collect special items.



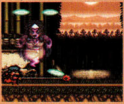


THE MYSTICAL GHOST APPEARS

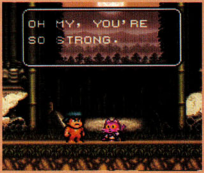
When you reach the end of the temple, the Mystical Ghost will materialize. This transparent vision creates oval-shaped magic Beads that will knock out your energy if they hit you. Blast the Beads with your weapon and they'll bounce back at the Ghost, or jump out of the way and wait for the next set of Beads to come towards you. If you stay on the right or left edge of the screen, you'll have a better chance of avoiding Bead contact.



The Mystical Ghost tosses deadly magic Beads in your direction. Hit them while you're jumping.



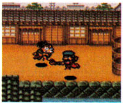
If you're low on energy, stay at one of the edges of the screen to avoid being hit by the Ghost's Beads.



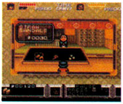
OH MY, YOU'RE
SO STRONG.

PREPARE FOR BATTLE

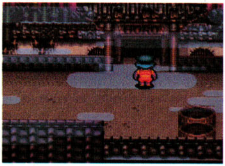
Before you enter the temple, you should spend some time in the town (see the fold-out map), earn money and buy supplies. Purchase at least three Straw Sandals, a few Bombs and three Pizza Slices. Some extra cash will also come in handy, since you can throw Gold Coins and hit enemies from a distance. It'll also pay to collect two Lucky Cats for the best weapons.



Once you've earned some money, visit the shop and stock up for the big battle ahead.



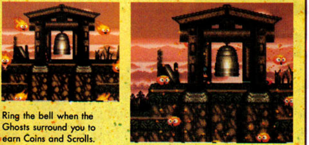
If you want to take care of out-of-reach enemies, toss a few Gold Coins.



Enter Horo-Horo Temple and go in search of the evil Mystical Ghost.

THE BELL TOLLS

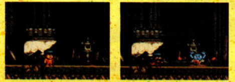
As you approach the big bell on the temple grounds, several Flaming Ghosts appear. Ring the Bell and the Ghosts will turn into special items.

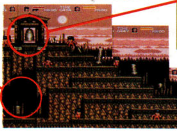


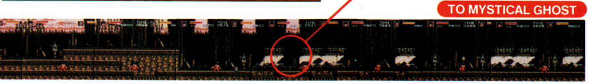
Ring the bell when the Ghosts surround you to earn Coins and Scrolls.

GHOSTS IN THE GROUND

Blue, zombie-like creatures pop out of the ground in the last section of the temple. If you take it easy and walk through the area with your weapon ready, you'll easily be able to hit them first.

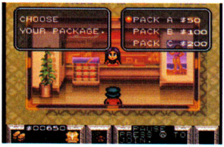






THE JOURNEY HAS JUST BEGUN

Now that the Mystical Ghost is only a memory, our heroes can rest assured that the village will remain peaceful while they set off for a great adventure. The ninja cat Kurobei has pleaded with Ying and Yang to travel to Shikoku Island and save the cat boss Koban from the Hyotoko Army. Before they leave, our traveling twosome can visit such businesses as the Secret Maze and the Tent of the Fortune Teller that were shut down during the reign of the Mystical Ghost in order to pick up special items and learn important information. Then, with a visit to the Travel Agency, Ying and Yang can prepare for departure.



The Travel Agency offers three different travel packages to Shikoku Island.

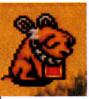
WARLOCK ZONE II

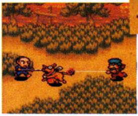
STATUE OF THE CAT

This year's festival in Hyotoko Village is covered by a shroud of mystery. One helpful citizen says that the villagers that have been to the festival are acting very strange. It's as though they are under some sort of spell. Ying and Yang have decided that the festival would be a good place to search for the ninja cat, Koban. But, first they should tour the village for supplies.

BEWARE OF DOGS

If you come across a sleeping dog, don't let your guard down. It'll wake up as soon as you're in biting range and attack with an incredible furor. It's best to take care of these creatures while they're still down by hitting them with a far-reaching weapon at a distance.

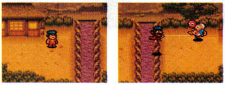




Don't let sleeping dogs lie. Hit them before they awake.

JUMP THE RIVER

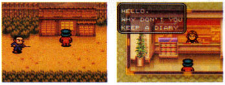
If you're equipped with two or more pairs of Straw Sandals, you'll be able to jump across the river that separates the two parts of Hyotoko village without finding another way to the other side.



By wearing two or more Straw Sandals, you'll have the leaping power to make it across the river.

KEEP A JOURNAL

There's an agency in the village which allows you to record your progress. You'll be given you a long list of letters and numbers which you can write down and enter later to return to the same place.

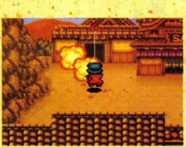


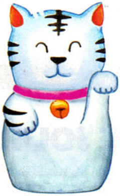
HELLO.
WHY DON'T YOU
KEEP A DIARY

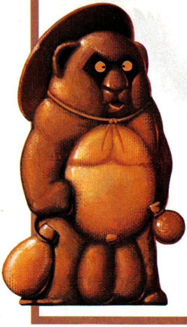
Save your position in the game and all of the items that you have collected by writing down your logbook entry.

SECRET AREA

You'll find a locked door just west of Hyotoko Sauna. Hit it with your weapon and you'll easily be able to break down this rice paper barricade to reveal a secret area. The room is filled with special items including a Statue of a Cat which you can get to if you are wearing at least three pairs of Straw Sandals. Collect it for an energy boost.

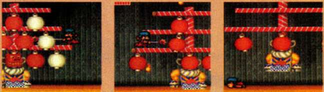




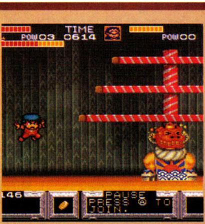


BREAK LANTERN MAN

The Lantern Man has taken over the festival and turned the village against you. You can weaken this monster by destroying the lanterns above. Hit the white lanterns first, then target the red ones.



You'll weaken the Lantern Man by breaking his lanterns. Avoid the sparks that they shoot out and hit each of them four times.



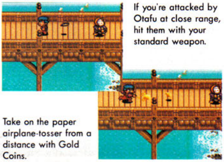
Once the lanterns are gone, you can aim for the head of the Lantern Man. If you're low on energy, toss Coins from the edge of the screen.

WARLOCK ZONE III
AMUSEMENT PARK

Koban Cat has tipped off our heroes that princess Yuki, the daughter of Edo's ruler has been kidnapped. The Otafu Army is known for devious stunts such as this, so Ying and Yang have decided to visit the Otafu at their Awaji Island Amusement Park. Take in the amusements, then fight!

BATTLE ON THE BRIDGE

On your approach to the Amusement Park, you'll cross a bridge that is loaded with enemies. One evil Otafu tosses deadly paper airplanes in your direction, while others climb up over the side of the bridge and attack. The best way to cross with minimal damage is to defeat the enemies that you can defeat quickly and run from the rest.

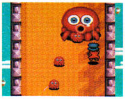


If you're attacked by Otafu at close range, hit them with your standard weapon.

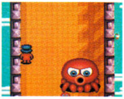
Take on the paper airplane-tosser from a distance with Gold Coins.

ANOTHER BRIDGE, ANOTHER BATTLE

It seems that key members of the Otafu Army have fled to their base in Yamato. Run across the bridge that leads out of the Amusement Park and head toward the base after you've had your fill of amusements. There's a very large octopus on the bridge. You can either fight it or run past it.

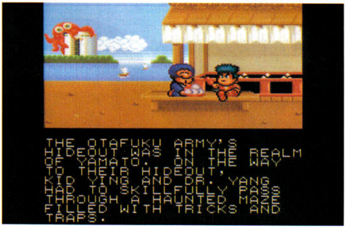


The big Octopus produces smaller Octopi. You can easily defeat them two-at-a-time.



If you're not up to fighting the big Octopus, slip by it and move on to other challenges.

YAMATO BOUND



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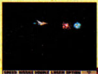
THE OTAFUKU ARMY'S
HIDEOUT WAS IN THE REALM
OF YAMATO. ON THE WAY
TO THEIR HIDEOUT,
KID YING AND DR. YANG
HAD TO SKILLFULLY PASS
THROUGH A HAUNTED MAZE
FILLED WITH TRICKS AND
TRAPS.
```

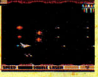
Ying and Yang continue their quest by following the Otafu to Yamato.

GRADIUS CHALLENGE

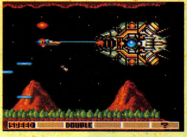
The Game Center in the Amusement Park features the first stage of the Konami classic Gradius! Use the Speed-Up Option twice, then go for Missiles. Don't even try the Konami Code, though. It doesn't work in this version of the game.



It's a good idea to Speed-Up twice, then choose Missiles.



When you've got more Power Crystals, trigger the Options.

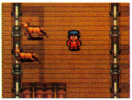


The Big Core leads the army of alien ships. Move up and down to avoid its lasers and keep firing. This single stage is all there is to Gradius at the Game Center.

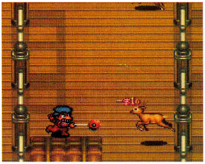
WARLOCK ZONE IV

DEFEAT OTAFU

The leaders of the Otafu Army are holed up in their base in the center of Yamato. Kid Ying and Dr. Yang decide to spend some time on the beach of Yamato and in the town itself so that they can earn Gold Coins and buy useful items such as Chain Armor and Bombs. The base is full of traps and the evil Otafu. It'll pay to prepare for the fight inside.

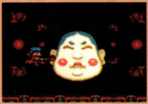


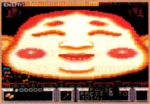
Don't hit the Deer of Yamato. You'll lose cash.



BEAT THE BIG FACE

At the center of the Otafu Base, you'll fight two Sumo Wrestlers, then you'll battle a big face which gets bigger with every hit. Stay on the left or right edge of the screen as the face grows and you'll be just out of its range.

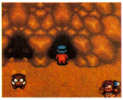




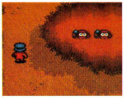
WARLOCK ZONE V

NINJA CASTLE

The Otafu Army did take a captive, but it wasn't Princess Yuki. It was a ninja woman named Yae. She was captured by the Otafu while she was looking for counterfeiters. Kid Ying and Dr. Yang have learned from Yae that the wiseman of Iga may know the whereabouts of the princess. They continue their journey to a Ninja Castle in Iga. There are several shady types in the town and a lot of dangers in the castle. They'll have to watch their step and keep fighting in order to get to the bottom of this mysterious caper.



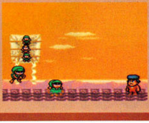
Some holes in the Iga Mountain house shops.

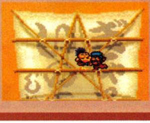


Ninjas throw Bombs from trees. Watch your step.

KNOCK THE NINJAS TO THE WIND

Once you've made your way through the Castle, you'll encounter a group of ninjas on a Kite. Most of them will drop down and attack you, one at a time. The last one will stay on the Kite. Hit him with Coins.





FOUR MORE ZONES TO GO!!

The battle's not over yet! Ying and Yang have a lot more action-packed ninja fighting to go! From Iga, their travels take them to Kyoto, the ancient capital of Japan, then Izumo, Ryuku and, finally, Ohedojyo. This happy team will take on any challenge, no matter what the odds, in order to right the wrongs of evil doers.

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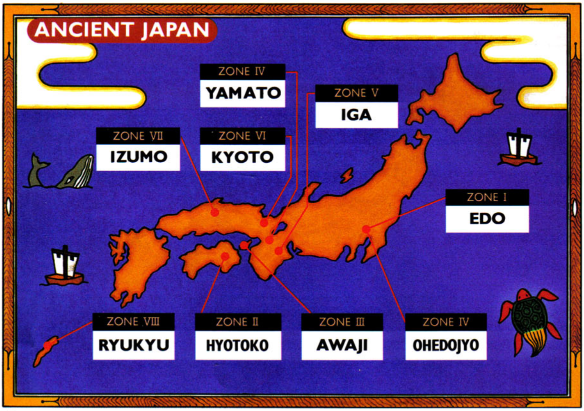
WHY,
WHY ARE YOU IN
SUCH A PLACE?


ANCIENT JAPAN
ZONE IV
YAMATO
ZONE V
IGA
ZONE VII
IZUMO
ZONE VI
KYOTO
ZONE I
EDO
ZONE VIII
RYUKYU
ZONE II
HYOTOKO
ZONE III
AWAJI
ZONE IV
OHEDOJYO

RESTAURANT
SECRET MAZE
CARNIVAL GAM
FORTUNE TELLER
TRAVEL AGENCY
HAMBURGER HO
RACE TRACK

ZONE I
EDO

When you begin you
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and several houses. Mo
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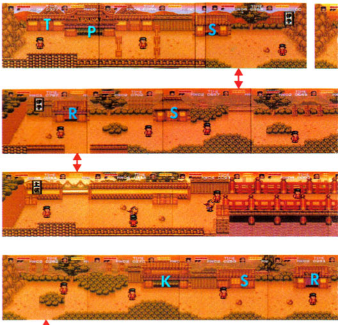
the ghost scare. Vapor
Mystical Ghost and e
the rest of the town.

ZONE II
HYOTOKO

There's plenty to do in this big town. When you've gathered enough Coins from the enemies on the streets, you can look for shops and buy items.



TO LANTERN MAN

THE V

MAP KEY

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—D
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QUIZ HOUSE—H
CONCENTRATION GAME—I
DICE HOUSE—J
LOTTERY—K
SIDESHOW—L
JOURNAL ENTRY—M
MARTIAL ARTS SCHOOL—N

INN—O
SAUNA—P
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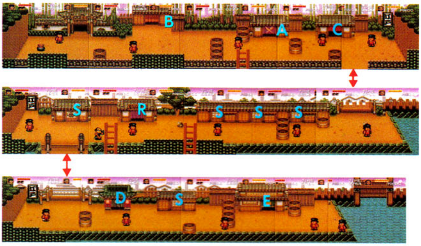
TO THE ACTION SCENE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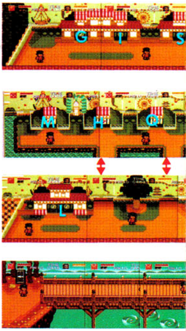

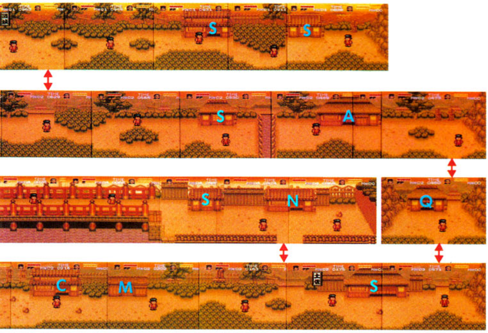
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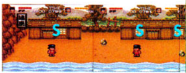
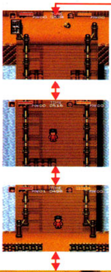
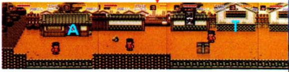


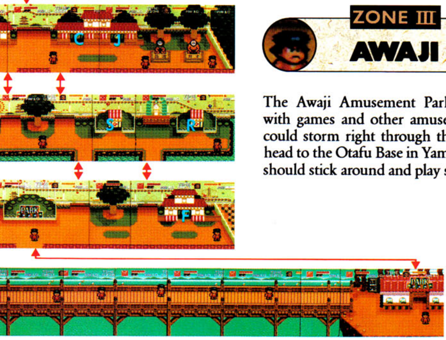




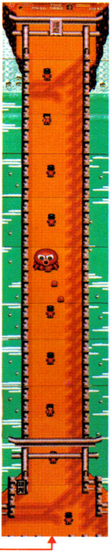
ILLAGE MAPS OF WARLOCK ZONES I THROU

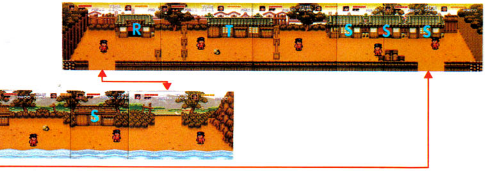
ZONE III
AWAJI

The Awaji Amusement Park is packed with games and other amusements. You could storm right through the town and head to the Otafu Base in Yamato, but you should stick around and play some games.



TO ZONE IV

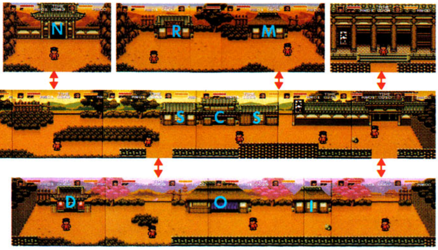




ZONE IV
YAMATO

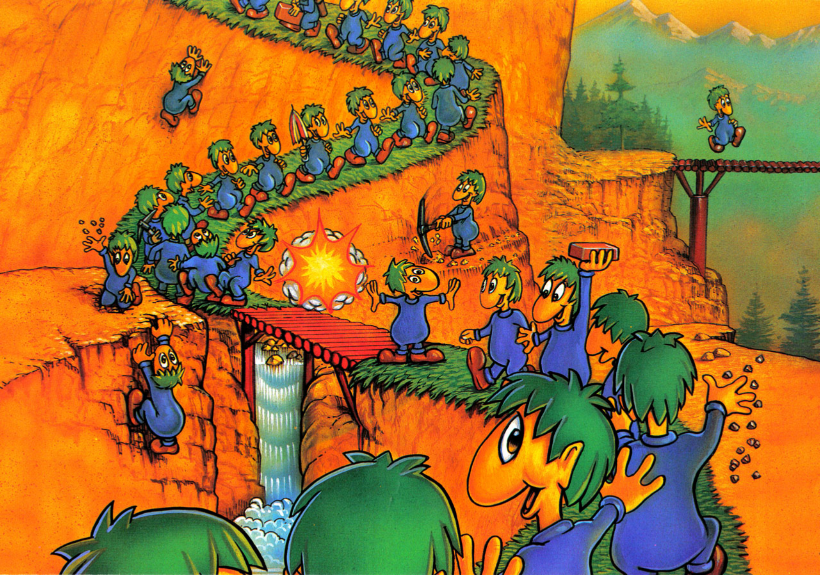
Once you cross the bridge to the beach in Yamato, challenge some locals to a fight and pick up some change so that you can prepare yourself for the battle in the Otafu Base.

TO THE ACTION SCENE



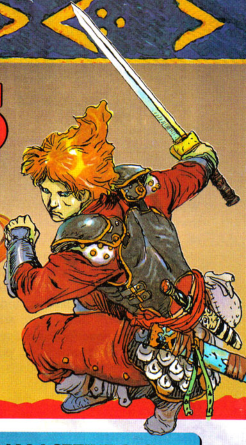
GH IV

Lemmings™
COMING SOON TO YOUR SUPER NES FROM SUNSOFT



NINTENDO POWER®

WANDERERS FROM YS



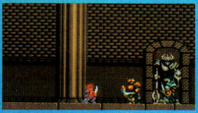
THEY'RE BOUND FOR ADVENTURE

American Sammy's new Super NES epic combines vivid graphics with outstanding sound to create an adventure that is an enticing sensory experience. The action begins with a cinema sequence that sets the stage for the tale of Young Adol Christen, who gained hero status by saving the people of Ys from doom, and his friend Dogi, a reformed thief. Together they return to Dogi's homeland to search for the source of the ill fortune that is plaguing the people there.

FIND THE SOURCE OF THE MYSTERIOUS CURSE

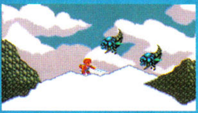
Dogi returns to a town that little resembles the pleasant village of his youth. The beleaguered people tell him of evil emanating from a nearby quarry, but it is Adol, not Dogi, who answers their pleas for help. His adventure takes him to the depths of the quarry and to the mountains beyond, but he returns often to talk to the townspeople. Thus begins a new adventure for Adol Christen.

BALLACETINE CASTLE

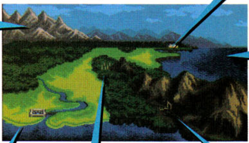


Elegant but evil, Ballacetine Castle houses treasures galore. You'll have to find your way through the maze of hallways to find them, though.

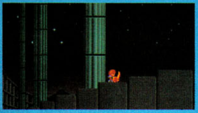
ELDAM MOUNTAINS



Only experienced climbers dare to scale the snowy peaks of Eldam Mountains that loom in the distance. The mountain hut is a fortunate find.

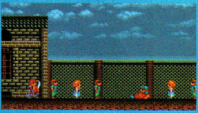


GABALAN'S ISLAND



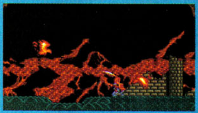
The dark, mysterious island awaits as your final—and most daunting—destination. There you'll meet a most sinister fiend, the ruthless Gabalan.

REDMONT



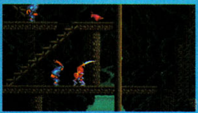
Redmont has a Weapon Shop and Item Shop. Visit them to buy armor and herbs as soon as you can. Return to Redmont often to talk to the people.

ILVERN RUINS



Ilvern was a splendid sight before an eruption of the distant volcano left it in ruins. Rivers of lava still flow through its deep caverns.

TIGRAY QUARRY



The musky caverns of the quarry are the first of Adol's challenges. There he will learn more about the strange curse that plagues Redmont.

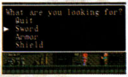
TM & © 1991 American Sammy

THE TOWN OF REDMONT

When you first enter Dogi's hometown, Redmont, there are many people on the streets who will give you bits of information. Be sure to search all of the houses, too, and return to them every time you come back to town. Some people prefer to stay indoors, and you never know who might have arrived while you were gone. When you return from battle with treasures, the people sometimes give you useful items.

WEAPONS & ARMOR SHOP

Before you begin, buy whatever weapons and armor you can afford, then upgrade them as you save up enough money. Some you can buy in the Weapons & Armor Shop in Redmont, others you'll have to find along the way. Always equip your wanderer with the strongest swords and armor you have, but don't equip him with a ring until he needs it.


What are you looking for?

ITEM SHOP

In the Item Shop, a raven-haired woman sells special herbs that heal, and she can also recharge your ring for a price. When your energy level dips dangerously low, buy a Medicinal Herb, equip it, then press the A Button to use it. You'll feel better in no time. Be sure to check her list of wares after you find the Shining Crystal.

AIDA'S HOUSE

Grandma is worried about her grandson, Robert. He has been gone for a long time, and she has had no word from him. When you find Robert's Pendant in Tigray Quarry, return to Redmont and show it to her. Just seeing something of his makes her feel better, and she will give you a special item. Look for the pendant in a Treasure Chest.

Please leave me alone

EDGAR'S HOUSE

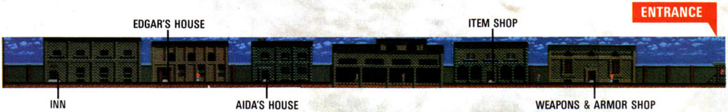
When you first arrive in Redmont, Edgar's house is vacant. As you learn, Edgar is hard at work in Tigray Quarry—and he's in deep trouble, too. With your help he will be able to return to his house. Be sure to visit him whenever you come back to town, because he's a good source of information. He always seems to know the latest news.

No one seems to be in the house.

THE INN

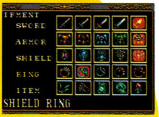
When Dogi was young, he used to work at the Inn. After your long journey, he heads there for some R & R, leaving you to listen to the townspeople's sad tale. While Dogi rests, you answer the people's plea for help. He helps out later, though, so be sure to hunt him up from time to time. Check all of the houses when you're in town.

A long time ago I worked at this Inn.



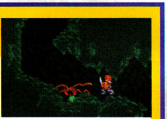
THE POWER OF THE RING

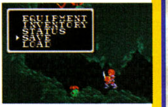
The various Rings can be lifesavers, but you must learn to use them only when they're most needed. As soon as you equip yourself with a Ring, its power begins to drain, so don't put it on until you're ready to use it. One Ring heals, one increases your power, one slows your enemy down, and two protect you. Take them on and off as you need the different powers. Defeating enemies while you wear one increases its power.



SAVE THE DAY!

You can save your game at any time except when you meet a major enemy. Before you go into battle against a big one, save your progress. In fact, you should save the game often when you reach difficult areas with a low energy level. At some places, if you are surrounded by enemies and save the game, you can immediately reload the game and find that the enemies will be gone!



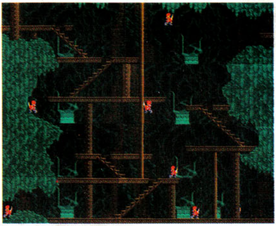


TIGRAY QUARRY

The townspeople have long relied on the valuable crystalline ore, La Perle, that is mined in Tigray Quarry, but now they suspect that a cursed gallery in the depths of the mine has poisoned it. Its tunnels are dark, dank and filled with dread. Stay near the quarry entrance and defeat enemies until you reach Level 5 or so, then you'll be better prepared to handle what lies ahead. You must find Edgar!

A HIDDEN PASSAGE

It's easy to miss the hallway that leads to Dulan's chamber. While avoiding enemy attack, jump over on the platforms and all the way up to the right corner. Leap up to find the passage and continue to the right.



THE LOCKED DOOR

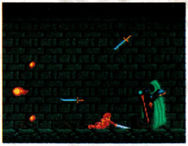
At Point 1 on the map below, you'll come to a locked door, but you have no way to open it—yet. First, you'll have to continue down the corridor to find the Warehouse Key. Before you get the key, though, look for Robert's Pendant. Return to the Warehouse later to open a Treasure Chest that holds the Power Ring.

THE PENDANT

ROBERT'S PENDANT

Robert's Pendant is in the Treasure Chest that you'll find at Point 2. Return to Redmont with the pendant and visit Aida again. She'll be so glad to get something of Robert's that she will give you the Shield Ring, which you can wear for extra protection. Now go back to the quarry and look for the Warehouse Key.

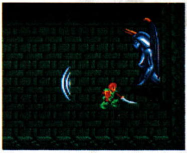
DUEL DULAN

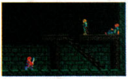


LONG SWORD

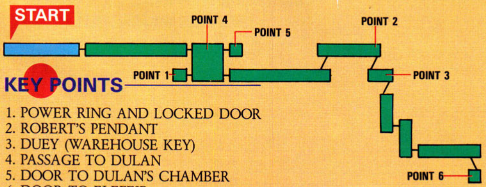
Prepare for a bad battle when you meet duelin' Dulan. He's the first major enemy you challenge. Crawl to avoid the swords he throws overhead, and swipe at him with your sabre. Time your move to avoid his fire, and equip yourself with the Power Ring as soon as your energy level gets low. When you finally manage to send him running, you will receive the Long Sword, which increases your attack power by 35 points.

ELEFEIR





From her station on the wall Elefeir shoots bolts of lightning. You'll have to sneak in to attack between zaps. Use the Shield Ring when you need it, and jump and slash to inflict damage. Be careful to press B then Y. If you press them at the same time you won't be able to swing your sword. When you beat her, pick up the Sun Statue.



KEY POINTS

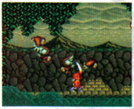
1. POWER RING AND LOCKED DOOR
2. ROBERT'S PENDANT
3. DUEY (WAREHOUSE KEY)
4. PASSAGE TO DULAN
5. DOOR TO DULAN'S CHAMBER
6. DOOR TO ELEFEIR

ILVERN RUINS

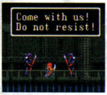
When you return to Redmont with the Sun Statue, you learn that Ellena is worried about her brother, Chester, who has turned against the town. She begs Adol to save him from the unknown evil influence that controls him. She knows only that he might be in the ruins of Ilvern. Enter the crumbling ruins to search for him.

GAIN EXPERIENCE

You'll quickly find that you have to build your experience to a competitive level before you enter different areas. The garden just outside the entrance to the ruins is a great place to gain experience quickly and collect lots of cash. Preying Fuzzles stage endless airborne attacks in flocks. Stand in one place and let them fly into your sword. All you have to do is wait and watch your level rise.

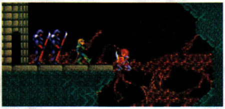


MEET CHESTER

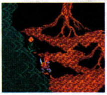


Come with us!
Do not resist!

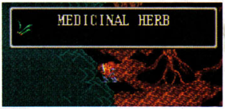
When you reach Point 3, the area guardians discover your presence. You will be powerless to stop them as they take you to Point 4 and throw you into the fiery pits below. Thanks a lot, Chester.



PLUCK THE HERB

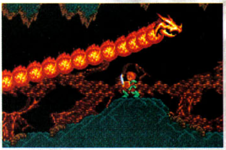


After you drop to A, go left to Point 5, where you will find a Medicinal Herb. It's the only one in the game. If you don't already have an herb in your inventory, you can pick one to take along.

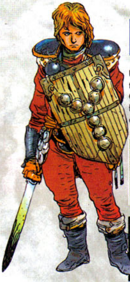


MEDICINAL HERB

GILAN

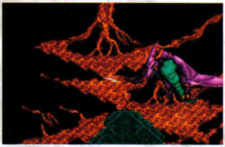


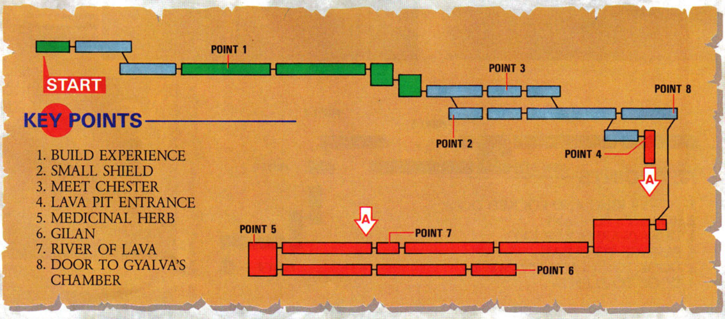
A fierce fire dragon, Gilan appears suddenly, ricochets around the room, then vanishes. He is vulnerable to attack only on the head, so stand near where he emerges and strike quickly as soon as you see him. When you destroy him, you'll get the powerful Firedragon Amulet.



GYALVA

Use the Firedragon Amulet to dry up the Lava River so you can cross and climb up to the ruins temple. After you talk to Ellena, go through the door and to the entrance of Gyalva's chamber. Gyalva, a flying dragon with a fiery bite, spews fireballs. After she fires, run to the top of the peak, strike, then retreat to a safe place while she fires again. When you defeat her you will gain the Star Statue.





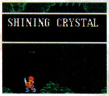
KEY POINTS

1. BUILD EXPERIENCE
2. SMALL SHIELD
3. MEET CHESTER
4. LAVA PIT ENTRANCE
5. MEDICINAL HERB
6. GILAN
7. RIVER OF LAVA
8. DOOR TO GYALVA'S CHAMBER

TIGRAY QUARRY

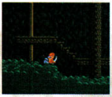
After you get the Star Statue in the ruins, return to Redmont and enter Edgar's house. He will give you the Time Ring, which you can use to slow your enemies' attacks, then he'll tell you to go back to the locked door in Tigray Quarry. This time, you'll be able to enter the Warehouse and look for the Power Ring.

THE SHINING CRYSTAL

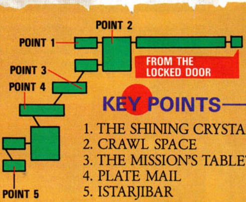

SHINING CRYSTAL

When you find the Shining Crystal in the Warehouse, take it back to the Item Shop. Cinthea will now offer to sell you Brocia's Secret Medicine, which restores the power of whatever ring you're wearing.

CRAWL SPACE



Adol must crawl through some small passages to the areas beyond. To find the Treasure Chests that hold the Mission's Tablet and the Plate Mail, he must crawl under the boardwalk to a hidden area.

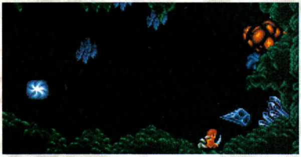


KEY POINTS

1. THE SHINING CRYSTAL
2. CRAWL SPACE
3. THE MISSION'S TABLET
4. PLATE MAIL
5. ISTARJIBAR

ISTARJIBAR

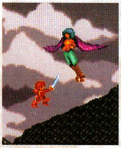
The crystal guardian, Istarjibar, doesn't move, but it is very dangerous nonetheless. The flying crystals it fires are deadly, but they're easy to avoid if you use the Time Ring. Jump clear of them and attack before the next crystal shower. When you finally finish Istarjibar, you'll find the mysterious Flash Statue.



ELDAM MOUNTAINS

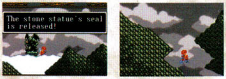
When you return to Redmont once again to talk to Edgar, he'll give you a letter and direct you to Eldam Mountains. There, you'll find that even minor enemies are tough! Before they freeze you out, visit the Mountain Hut to talk to Dogi and get the Banded Sword from his Master.

LIGAETY



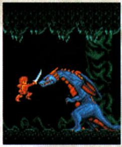
Kin to the harpy, Ligaety flies overhead showering her foes with lightning bolts. You might want to equip yourself with the Power Ring before the battle. Jump and slash before she fires, then run for cover. Vanquish her to get the much coveted Judgment Staff.

THE SILENT STATUE

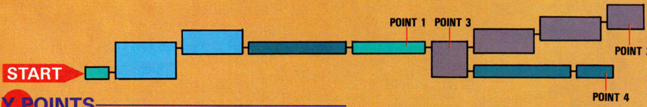

The stone statue's seal is released!

You passed a mysteriously silent statue earlier. Now return to the statue with the Judgment Staff to make something amazing happen. When you hold the staff and stand before the statue, the snow and ice will melt miraculously away, clearing a road to areas beyond.

GILDAS



The ice dragon, Gildas, spits ice balls, and if you come too close, it attacks with its huge tail. A single swat with the tail inflicts mortal wounds. Don't freeze! Move in, attack when it's safe, then retreat. You'll find the Dark Statue when you thaw Gildas.

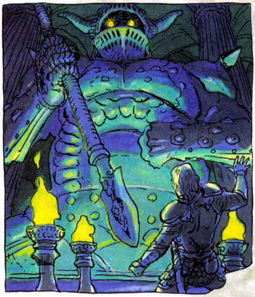


KEY POINTS

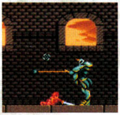
1. THE MOUNTAIN HUT
2. LIGAETY
3. SILENT STATUE
4. GILDAS

BALLACETINE CASTLE

Elegant but evil, Ballacetine Castle is your next stop. Its ornate rooms and hallways form a maze that threatens to entrap the unwary wanderer. Spears spring from the floors, and armored knights hack with axes. The brutal enemies here hound intruders mercilessly, so save your progress often. If you succeed you'll find treasures such as the Garnet Bracelet, the Blue Bracelet, the Protection Ring and the Flame Sword.



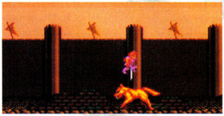
MACE MAN



GARNET BRACELET

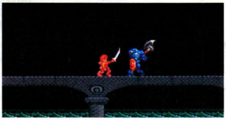
This ornery ogre swings a spiked mace. He's a tough one, but the statue of the Blue Knight in the bubble will block your path until you get the Garnet Bracelet by beating this brute. To avoid the swinging mace, crawl up to strike, then beat a hasty retreat before the mace falls. When you return to the statue with the Garnet Bracelet, it will float away.

BAD DOG!



Go to the castle garden and prepare to take on the last fiend in Ballacetine Castle: a mad dog that has a bite much worse than its bark. It springs quickly and spits a stream of fire. Use the Time Ring to slow it down enough for you to attack.

JILDUROS

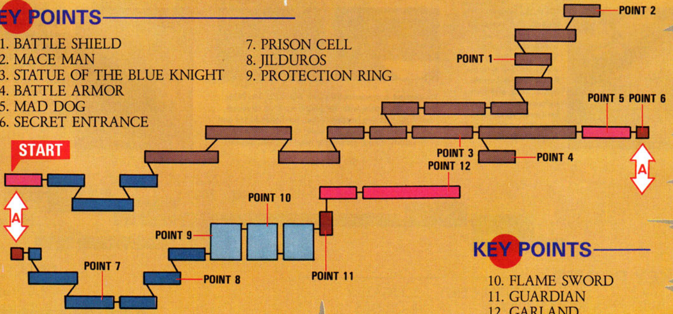


He's baaack—but this time he's no statue. Jilduros, the Blue Knight, is bigger than life when he shows up a second time, shuffling along with his awesome axe. Sneak in to attack, then run for your life. Crush him to get the Prison Key, then open the cell.

TO THE RESCUE!

Use the Prison Key to open the cell you passed earlier. A prisoner will give you the Blue Bracelet, which you'll need to enter the clock tower. If you're ready, climb the tower and face a fierce fighter.

BLUE BRACELET



KEY POINTS

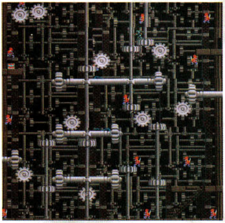
1. BATTLE SHIELD
2. MACE MAN
3. STATUE OF THE BLUE KNIGHT
4. BATTLE ARMOR
5. MAD DOG
6. SECRET ENTRANCE
7. PRISON CELL
8. JILDUROS
9. PROTECTION RING

KEY POINTS

10. FLAME SWORD
11. GUARDIAN
12. GARLAND

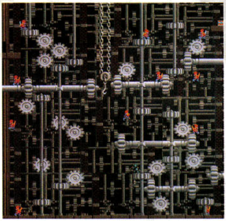
PROTECTION RING

Follow the path through the Clock Tower as shown to find the Protection Ring. Equip Adol with it when you reach the top of the tower. It's dangerous territory.

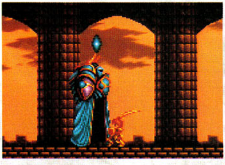


FLAME SWORD

The Flame Sword is the ultimate weapon, and it's your only hope for victory over Garland. Follow the map below to find it and be sure to arm Adol with it.



GARLAND



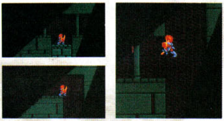
Garland is wily. He attacks, disappears, then reappears somewhere else to attack again. Make the most of your equipment. Extend the life of the Protection Ring by equipping yourself with it when he attacks, then taking it off when he disappears. Lord McGaya will give you the Evil Night spell when you vanquish Garland.

GABALAN'S ISLAND

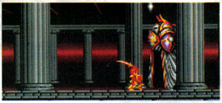
This dark, mysterious island is Adol's final frontier. Before you venture to it, return to Redmont and talk to Edgar again. This time, he will give you Ogre's Ball of Fire, which will light your way on the pitch black island. Don't attempt to find your way without it! Gabalan awaits—but he's not alone. You'll see a familiar face before you find him.

A MIND-MUDDLING MAZE

The maze that eventually leads to Gabalan can become confusing very quickly. When you reach the moving platform, hop on and ride down. When it stops for the first time, don't move. After a moment it will begin to move down again. The second time it stops, jump off the left side and hold Left on the Control Pad. You will fall down and left to enter another passage. Keep following that passage until you find a familiar fiend who is ready for revenge. Are you ready for a repeat match

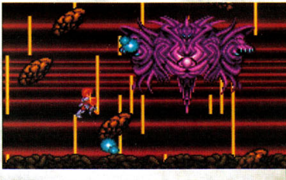


GARLAND RETURNS



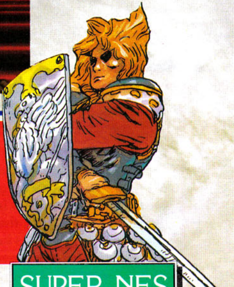
If you thought you'd seen the last of Garland, you were sorely mistaken. When you reach the room that has lots of columns, expect him to transport in for a direct attack. Use the same technique that worked on him last time, and equip yourself with the Fairy Necklace if you have it. If you don't, return to town to buy healing items. He'll still be there when you return.

GABALAN



When you were in Redmont, you got a hint about battling Gabalan. He has several methods of attack, and just when you think you're gaining ground, he tries something new. Be ready for anything!

IN THE DARKNESS OF GABALAN ISLAND, ADOL FACES HIS GREATEST CHALLENGE



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SUPER SCOPE 6™

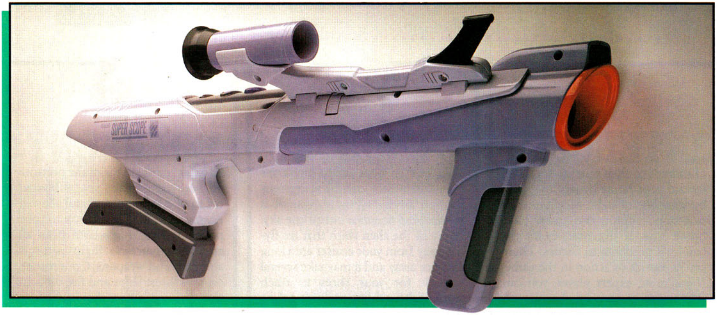
AN EXPLOSIVE NEW ACCESSORY FOR YOUR SUPER NES!

AIM AND FIRE!

An incredible system needs incredible accessories and the Super NES Super Scope 6 from Nintendo is right on target. This awesome hardware and software set includes the Super Scope (light years beyond the NES Zapper) and six sharp shooting games in a single Game Pak. The three LazerBlazer games involve high tech warfare against alien attackers. The trio of Blastris games are sharp shooting exercises in puzzle solving. You can set your sights on all six of these games with the powerful Super Scope. It's a wireless bazooka-like accessory which features pinpoint accuracy at any angle or distance from the TV. Super Scope 6 will blow you away!

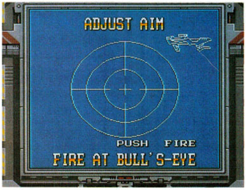
HARDWARE

The Super Scope and it's Signal Receiver work together to make sure that objects that you're targeting blow up into a zillion pixelated bits. Plug the Receiver into the Controller II socket of your Super NES and set it next to the TV. Then take the Super Scope to anywhere within sight of the screen and start shooting.



SET YOUR SIGHTS

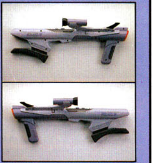
Before you open fire on alien forces and puzzle pieces, you should confirm your position with the signal receiver for maximum accuracy. A bull's-eye appears on the screen. Fire on it once to let the receiver know where the Super Scope is in relation to the center of the screen. Then fire again just to make sure that the proper adjustments have been made. This will ensure that all of your shots are right on target.



When you're ready to start the game, aim for the center of the bull's-eye and fire off a pair of shots to make sure that the signal receiver aligned your position.

SWITCH SHOOTER

The sighting lens can be attached to either side of the Super Scope. If you're right handed, you should attach the lens to the left side of the barrel so that you can hold the Super Scope with your right arm. If you're left handed, attach the lens to the right side.



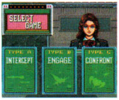
MOVE AND SHOOT

Since the accuracy of your shots depends on the signal receiver knowing where the Super Scope is in relation to the screen, you should re-sight the aim whenever you significantly change your position. Just press the Start Button on the Super Scope and the re-sighting bull's-eye will appear.

HI
17000
SCORE
17000
ADJUST AIM
LEVEL-11

LAZERBLAZER

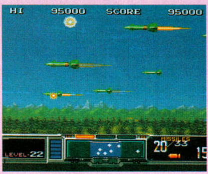
In the three games that make up LazerBlazer, alien ships and missiles are converging on your home base. Your mission is to climb into the gun turret of a futuristic battle cruiser and fend off the attack. You'll Intercept a massive missile attack, Engage in a head on battle with alien ships and Confront the enemy as cruisers violate your air space. Each of these activities requires different firing techniques and battle strategies.



1

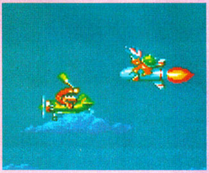
INTERCEPT

Hundreds of alien missiles are flying toward your home base. If they pass by your line of sight, they'll be on a non-stop collision course for your home base. If five missiles hit the base, it'll go down in flames. There are 30 rounds of action in the game. If you're an expert player, you can skip several rounds by choosing an advanced skill level. Some of the missiles are very far away. You'll have to guess where those missiles will be once your shots travel the distance and aim at that point. Keep in mind that your weapon takes a moment to reload after every three shots.



Fire on alien missiles as they soar toward your base.

MARIO CAMEO

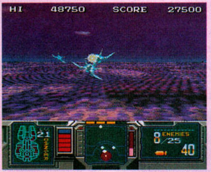


An old friend and his worst enemy fly by in one of the intercept levels. Here's your chance to earn bonus points.

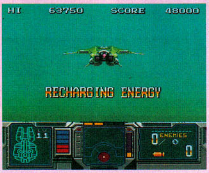
2

ENGAGE

Your cruiser takes off to battle the huge alien fleet in this dangerous mission. As ship's gunner, your job is to blast the enemies out of the sky. Many of the alien ships that are flying away from your cruiser are a long distance away and it may take several seconds for your shots to reach them. If these ships are shifting their direction, try to take that into account and aim for the spot that they'll reach after your shots travel the distance. Some crafts are heading toward you. These ships and their missiles should be your first priority.



Chase after the alien fleet and blast away.



If you're a sharp shooter, you'll defeat the alien fleet. Keep trying.

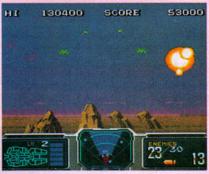
Accuracy Counts

Some targets are far away. Aim for where they will be by the time your shot reaches them.

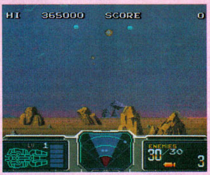
3

CONFRONT

In order to take some of the pressure off your home base, you've blasted off to of another planet and allowed enemy spaceships to lock-on to your position. They'll approach from all angles with evasive flight patterns and powerful weapons. Concentrate on the closest ships and fire off into the distance when the immediate threat has been destroyed. Your weapon is equipped with unlimited shots in this 30-rounder with no need for reloading. Keep firing! You may knock out some ships with lucky shots.



Take on a fleet of incoming alien ships.



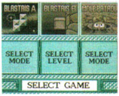
In this game, you can fire off unlimited shots without reloading.

The Battle Rages On

The enemy attacks grow stronger with each new level. Keep firing and try to clear away the 30 attacking fleets.

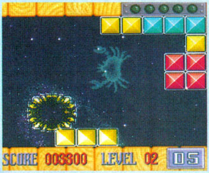
BLASTRIS

Take a break from battling alien forces and try the mixed bag of puzzlers in Blastris. Blastris A and B involve the manipulation of floating blocks. By firing on the blocks, you can change them so that they match with other blocks and disappear. For something completely different, take a shot at Mole Patrol. Kooky blue Molians have taken over the craters of peaceful pink Molians. You can use your Super Scope to rid the craters of the blue Molian menace.



BLASTRIS A

Tetrads slide into the screen from the left side. You can fire two shots per Tetrad to shape them so that they fit together and form complete lines. If some Tetrads don't require two shots, you can save your ammo for other instances. You can also fire on the established stack of blocks on the right side. Once you've completed five lines, you'll move on to the next level.



Fit the blocks together by blasting them into smaller pieces.

TWO CAN PLAY

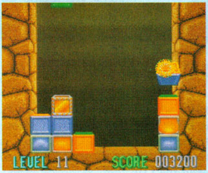
Challenge a friend to a round of Blastris A and hand off the Super Scope between rounds. When the Super Scope changes hands, the game will give you a chance to re-sight to ensure hardware accuracy. That'll make for a true match of shooting and puzzle-solving skills.

BLASTRIS A
BLASTRIS B
MOLE PATROL
1PLAYER
SELECT LEVEL
2PLAYERS
SELECT GAME

BLASTRIS B

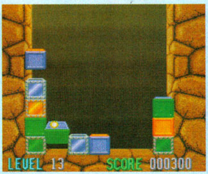
Single cubes drop into the playing field from the top of the screen. Fire on the cubes to flip them and they'll show different colored sides. If cubes of the same color match three in a row, they'll disappear. Choose the Type A game and the field will be cluttered with bubbling cubes at the beginning of the game. It's your job to match the colors of the cubes and clear them from the screen. In the Type B game, the field is clear at the beginning. Make five three-color matches and you'll move to the next level. In advanced levels, there are more bubbling cubes in Type A and the cubes fall at an accelerated rate.

TYPE A



Clear the field of bubbling colored cubes.

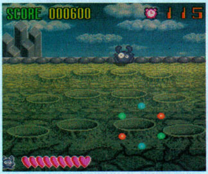
TYPE B



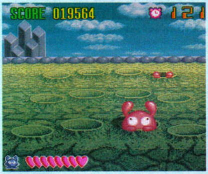
Make five completions of three matching colors in horizontal, vertical or diagonal lines.

MOLE PATROL

The Molians are invading! These blue baddies have invaded the crater homes of their pink cousins. You can knock them out of their new domain by blasting them when they pop out of the craters. If you can get them quickly, you'll earn more points. Aim carefully. Sometimes friendly pink Molians show their heads and you'll lose points if you hit them. In the expert levels, the Molians will pop out of the craters more quickly and the number of Pink Molians will increase. If you're quick and accurate, you'll save the day.



Send the blue Molians sailing from the craters.



Watch for pink creatures and hold your fire!

More To Come

More Super Scope games are in development. Keep reading Nintendo Power for details.

COUNSELORS' CORNER!

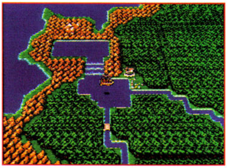
FINAL FANTASY II

HOW DO I RESCUE ROSA FROM GOLBEZ?

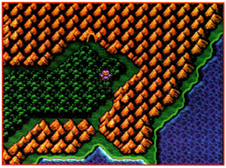
Ryan Bornemeier

The last thing you need after the battle on Mt. Hobs is another fight. Unfortunately, Fabul comes under attack shortly after your arrival. In the ensuing confrontation, Rosa, the White Mage, is kidnapped by Golbez.

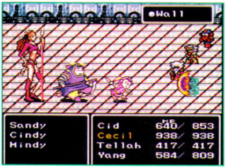
You must have the airship if you are to rescue Rosa, and to get the airship you must find Cid. Take the ship offered by the King of Fabul, even though Leviatan destroys it. Cecil will end up on a beach near Mysidia, then journey with Palom and Porom to Mt. Ordeals where he battles Milon before returning to Mysidia to become a Paladin. Now take the secret path to Baron. Find Yang in Baron and fight him, then take a dark passage into the castle to fight Kainazzo. After that, Cid appears and you can get the airship and travel to Toroian to learn about the Dark Elf. Look for a forest north of Toroian where a Black Chocobo lives. The Black Chocobo flies you to Cave Magnes. Inside the cave, Cecil's sword is useless until Edward plays a song to weaken the Dark Elf's magnetic magic. Return the Crystal of Earth to the eight Toroian Clerics and climb back aboard the airship Enterprise. You'll be taken to the Tower of Zot where the three Magus Sisters stand in the way. Attack the large, middle sister and use WALL to reflect her attacks. If you win, you'll move on to a meeting with Golbez in which Rosa rejoins your party, but Golbez escapes.



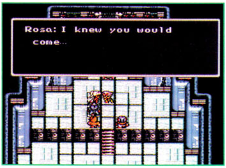
Fly the airship Enterprise to Toroian where you'll meet the Eight Clerics who have lost the crystal of Earth. Walk northwards to find the Black Chocobo.



You must fly atop the Black Chocobo to Cave Magnes because only the Chocobo can land in a forest. Use magic and Yang's Kick Attack inside the cave.

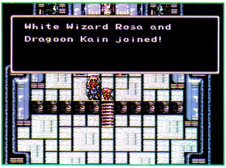


The middle Magus sister is the one to worry about. Use WALL to reflect her attacks while concentrating your own attacks on her and ignoring her sisters.



Rosa: I knew you would come…

Final Fantasy II is full of twists. In the Tower of Zot, you'll rescue Rosa and the brainwashed Kain, but Golbez will make his escape into the underworld.



White Wizard Rosa and Dragoon Kain joined!

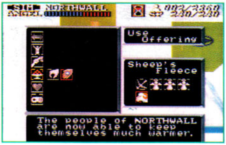
Once Golbez has escaped your wrath, at least for now, Rosa and Kain join your party. Next you must find a way to enter the Dwarf realm underground.

ACTRAISER

HOW CAN I MAKE THE POPULATION OF NORTHWALL GROW?

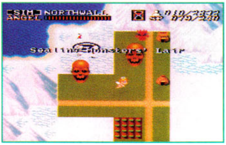
Matt Glidden

If the population of Northwall won't increase past just a few people, there are several possible solutions. The first and simplest solution is that you must give the Fleece as a gift to the people. The second cause could be that you tried to build your town in the direction of the monster's den located to the southeast of the Temple. Instead, build the town toward the northern monster's den. Also, the town won't grow unless you've melted the ice in the direction of growth. The final problem is the flying skulls' earthquake. Attack the skulls from a distance as soon as they appear from their dens.



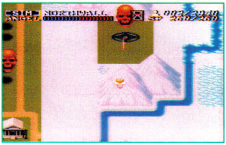
The people of NORTHWALL are now able to keep themselves much warmer.

Give the people the gift of Fleece. They must be warm enough to work outside in the freezing cold.



Sealing Monsters' Lair

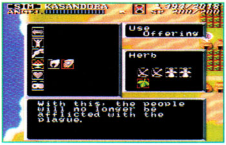
Build toward the northern monster's den. The closer den to the southeast can't be reached at first.



Keep your distance and attack the flying skulls repeatedly as soon as they appear from their dens.

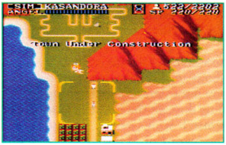
HOW DO I GET THE TABLET?

The Tablet is found only if the people of Kasandora build their town to the eagle formation. After conquering the desert and pyramid, the people will fall ill and stop building. Get the Herb from Marahna and give it to the Kasandorians. Now build Kasandora to the northwest. Once you have the Tablet, take it to the people of Marahna.



With this, the people will no longer be afflicted with the plague.

Get the Herb from the island people of Marahna.



Town Under Construction

Take the Herb to Kasandora and build to the northwest.

Counselor Quotes

"General Tips"

Here are words of wisdom from some of the best video game players in the world—the Game Counselors at Nintendo. A lot of these general tips are based on common sense, but you have to remember them or they won't do you any good.

"Learn the three Ps:
Practice,
Persistence
and Patience!"
-Eric Bush

"Make maps and read the instruction manuals."
-Ryan Bornemeier

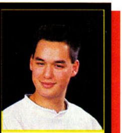
"Frequent password takers make happy game players. You never know when your character will make that fatal turn."
-Jeffrey Decker

"In action games you need to practice a lot. If that doesn't work, look for safe spots where you can hide from the enemy."
-Shane Jensen

"Patience is sometimes the best or only weapon to use when defeating a very difficult boss. If you can't defeat it, try dodging its blows or shots and find ways to avoid lethal patterns. Fighting defensively may lead to the discovery of an innovative offense."
-Terry Munson

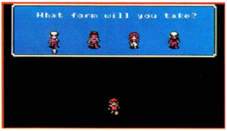
CRYSTALIS

HOW DO I GET DEO'S PENDANT?



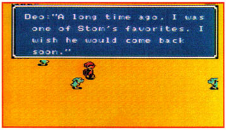
Shane Jensen

Deo is a rabbit, and rabbits in the world of Crystalis can be very special. For one thing, rabbits talk. Find Deo above the town of Sahara, which you can reach through the cave in the middle of the desert. You must have the FLIGHT spell (obtained from Kensu in Goa) to pass over the whirlpools blocking the entrance to the desert cave. When you find Deo the rabbit, transform into Stom and talk to him. Thinking that you are Stom, he will give you the Pendant. The Pendant of Deo restores depleted Magic Points when you wear it. Unfortunately, Magic Points aren't replaced during a battle. In addition, you must stand still to refill your Magic Points.



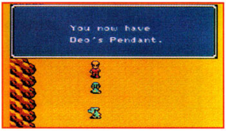
What form will you take?

Go to the cave in the middle of the desert to reach the area near Sahara. Use CHANGE to turn into Stom.



Deo:"A long time ago, I was one of Stom's favorites. I wish he would come back soon."

Talk to Deo the rabbit north of the town of Sahara. He'll give you a pendant that refills MP.

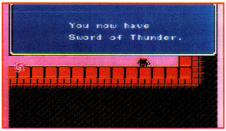


You now have Deo's Pendant.

The Pendant of Deo refills spent MP when you wear it and stand still. It doesn't work in a fight.

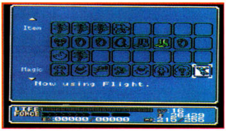
? WHERE IS THE WARRIOR'S RING? ?

Akahana's final words to you in Shyron were a clue to the location of the Warrior's Ring. Someone in Goa has it, but they aren't about to give it to just anyone. First you must prove yourself worthy by battling through the Castle of Goa. In the rematch with General Kelbesque, use the Sword of Wind and free Zebu, then defeat Sabera using the Sword of Fire. If you succeed, you will have rescued Tornel. Mado is next to face your wrath. He is susceptible to an attack by the Sword of Water. Asina will be freed if you defeat him. Now you must defeat Karmine using the Sword of Thunder in order to win the Ivory Statue and the Storm Bracelet. If you don't have the Sword of Thunder yet, search for it in the Cave of Styx. Head east from Shyron, climb the mountain, and when you reach a locked door, use the Key of Styx. Once you've won the Ivory Statue, restore Kensu and get the FLIGHT spell. Now you are ready to look for the Warrior's Ring. Transform into Akahana, then talk to the man in the top right house of the town. The man will recognize you as the man who gave him the ring and he'll return it to you. If you turn into Akahana and go to visit the man before defeating the captains of the castle, you will not receive the Ring. The effect of the Warrior's Ring is to give any sword continuous fire at the first level of power. For the final legs of your trip, this extra power makes a big difference.



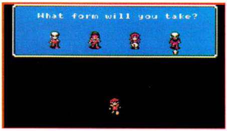
You now have Sword of Thunder.

The Sword of Thunder is hidden deep within the Cave of Styx. Travel east from Shyron and take the Key of Styx to open the locked door on the mountain.



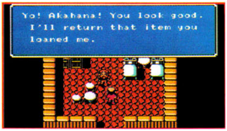
Now using Flight.

Restore Kensu with the Ivory Statue to get the FLIGHT spell. Karmine in the Castle of Goa has the Statue. You'll also face Gen. Kelbesque, Sabera and Mado.



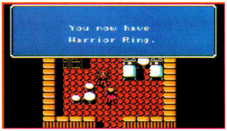
What form will you take?

When you have the FLIGHT spell, go into the town of Goa and use the CHANGE spell to turn into Akahana.



Yo! Akahana! You look good. I'll return that item you loaned me.

Talk to the man in the top right house in Goa. If you have the FLIGHT spell and look like Akahana, he will give you the Warrior's Ring.



You now have Warrior Ring.

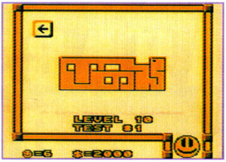
The Warrior's Ring gives you continuous firing for any of your swords at the first level of power. You'll need that extra boost in the areas ahead.

FACEBALL 2000

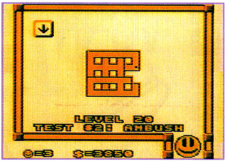
WHERE ARE THE WARP ZONES IN LEVELS 10 AND 20?

Theron Benson

Making use of the Warp Zones in Faceball 2000 is the easiest way to reach higher levels of the maze. Clues to Warp locations are given, but the Warps may still be hard to find. In Level 10, the Warp to Level 20 can be found by shooting the wall opposite the Exit twice. The Warp from Level 20 to Level 30 is trickier. Touch the wall behind the third button, then shoot it and finally touch it a second time.



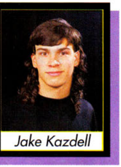
Shoot the wall opposite the exit twice in order to find the Warp Zone from level 10 to level 20.



Here's the Warp from level 20 to 30: touch the wall behind the third button, shoot it, and touch it again.

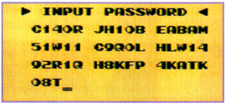
CATRAP

WHAT ARE THE CORRECT BONUS PASSWORDS?

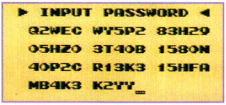


Jake Kazdell

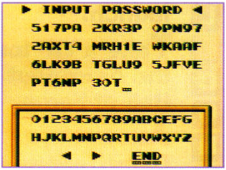
For Catrap players who want to see more than the regular 100 rooms in the game, there are three passwords to Bonus Rooms listed in the manual. Unfortunately, the manual codes include errors and will not work. The three passwords shown here will get you into those Bonus Rooms. Enter the Edit Mode from the Main Menu, then input the password from there. If you try to enter these passwords on the Main Menu's input option, the codes will not work. Since the passwords are complex, enter them carefully.



```
▶ INPUT PASSWORD ◀
C140R JH10B EABAM
51W11 C9Q0L HLW14
92R1Q H8KFP 4KATK
08T_
```



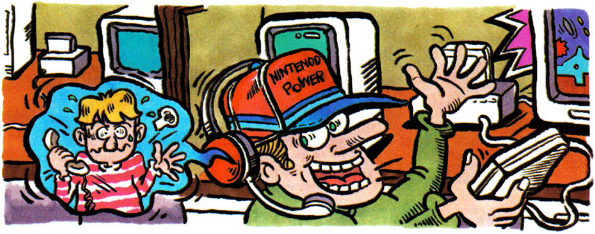
```
▶ INPUT PASSWORD ◀
Q2WEC WY5P2 83H29
05HZ0 3T40B 1580N
40P2C R13K3 15HFA
MB4K3 K2YY_
```



```
▶ INPUT PASSWORD ◀
517PA 2KR3P 0PN97
2AXT4 MRH1E WKAAF
6LK9B TGLU9 5JFVE
PT6NP 30T_

0123456789ABCEFG
HJKLMNPQRTUVWXYZ
◀ ▶ END
```

Enter the long code very carefully from the Edit Mode input, not the Main Menu input. Double check each entry to make sure that you have the proper password. You'll see one of the three Bonus Rooms.



WRITE TO:

Attn: Counselors' Corner
P.O. Box 97033
Redmond, WA
98073-9733

CALL:

(206) 885-7529
Nintendo Game Play Counselors are on call Mon-Sat., 4:00 am to Midnight and Sun., 8:00 am to 5:00 pm, Pacific time.

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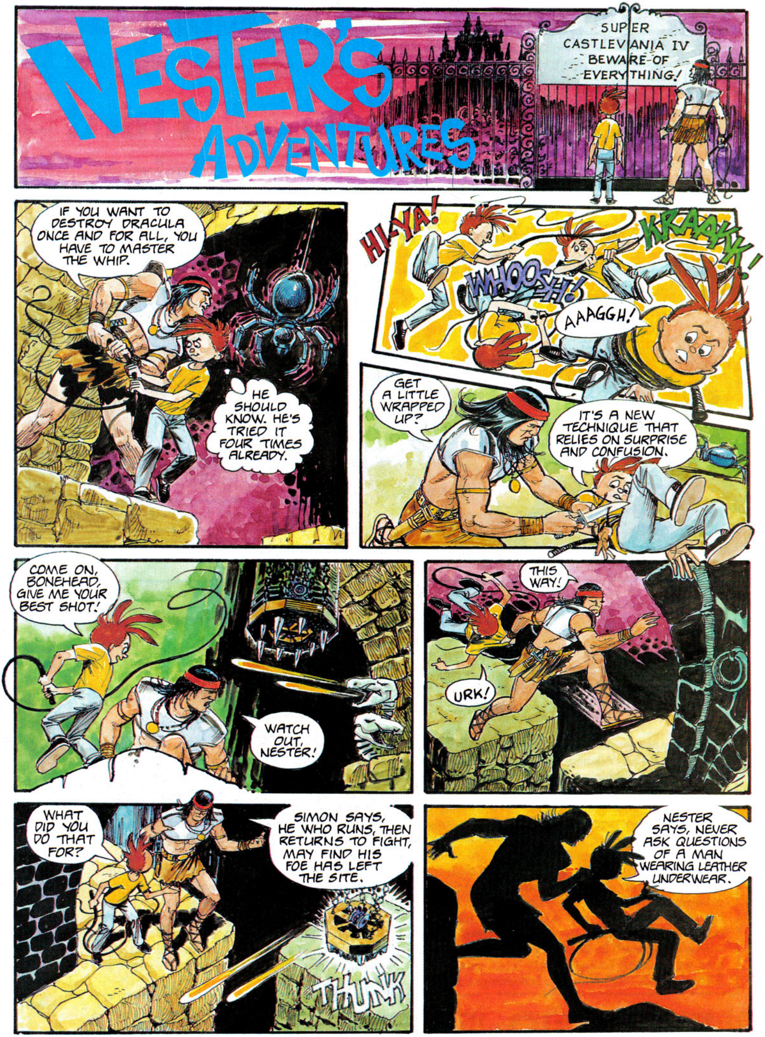
To enter, either fill out the Player's Poll response card or print your name, address and telephone number on a plain 3" x 5" piece of paper. Mail your entry to this address:

Nintendo Power Player's Poll
P.O. Box 97062
Redmond, WA 98073-9762

One entry per person. Entries must be postmarked by March 15, 1992. Winners will be randomly drawn from among all eligible entries and notified by mail. By accepting their prizes, winners consent to the use of their names, photographs, or other likenesses for advertisements or promotions on behalf of "Nintendo Power" magazine or Nintendo of America Inc. without further compensation. Chances of winning are determined by the total number of entries received. The ratio of Grand Prizes to entry cards distributed is 1:1,350,000. Prizes are limited to one per household. Winners may not elect to substitute prizes. All prizes will be awarded. To receive a list of winners, which will be available after March 31, 1992, send your request to the address listed above.

GRAND PRIZE TRIP: Nintendo will arrange travel and accommodations for the Grand Prize winner to one full session at the U.S. Space Camp in Huntsville, Alabama. Nintendo will also arrange a trip to a proposed Space Shuttle launch at Cape Canaveral for the winner and one guest. Trip dates will be subject to Space Camp availability and Space Shuttle launch date schedule. All dates will be determined by Nintendo Power. Estimated value of the trip is $5000. If under 18, the winner must be accompanied to the proposed launch by a parent or legal guardian. The winner must provide written release to Nintendo of America Inc. This contest is not open to employees of Nintendo of America Inc., their affiliates, agencies, or immediate families and is subject to all federal, state, and local laws and regulations. Void in Canada and elsewhere where prohibited by law.


NESTER'S ADVENTURES
SUPER CASTLEVANIA IV BEWARE OF EVERYTHING!
IF YOU WANT TO DESTROY DRACULA ONCE AND FOR ALL, YOU HAVE TO MASTER THE WHIP.
HE SHOULD KNOW. HE'S TRIED IT FOUR TIMES ALREADY.
HI-YA!
KRAAKK!
WHOOSH!
AAAGGH!
GET A LITTLE WRAPPED UP?
IT'S A NEW TECHNIQUE THAT RELIES ON SURPRISE AND CONFUSION.
COME ON, BONEHEAD, GIVE ME YOUR BEST SHOT!
WATCH OUT, NESTER!
THIS WAY!
URK!
WHAT DID YOU DO THAT FOR?
SIMON SAYS, HE WHO RUNS, THEN RETURNS TO FIGHT, MAY FIND HIS FOE HAS LEFT THE SITE.
THUNK
NESTER SAYS, NEVER ASK QUESTIONS OF A MAN WEARING LEATHER UNDERWEAR.

Power Players
N

BATTLETOADS

Michael Hare & Ross MacPherson	Janesville, WI	Finished
David Parsons	Houston, TX	Finished
Tommy Topal	Tucson, AZ	Finished
Jake Reisig	Bozeman, MT	Finished
John Keohane	Danville, VT	Finished
David Englebright	Oxford, NC	Finished
Nilo Alibutod	North Hollywood, CA	Finished
Greg Newton	Taft, CA	Finished
Eric Bauer	Grafton, WI	Finished
Ben McKee	Vancouver, WA	Finished

CRYSTALIS

Todd Jeffreys	East Grand Rapids, MI	Finished
Keith Wilcox	Hempstead, TX	Finished

DR. MARIO

Jane Scrahuny	Omaha, NE	340,062
Angie Stein	New York, NY	302,042
Viveca Fernandez	San Diego, CA	280,036

DR. MARIO

Maria Lane	Lakewood, CO	889,700
Jessica Buonincontra	Derby, CT	694,500
Brian Travis	East Falmouth, MA	682,300
Delores Pierce	Colleyville, TX	617,900
Rich Ambler	Madison, WI	552,550
Richie Travis	East Falmouth, MA	432,400
Nora Wong	San Francisco, CA	431,000
Kyoko Miyamura-Nix	University, MS	351,900
Jason Sorensen	San Carlos, CA	326,280
Kim Darcey	Levittown, NY	314,700

DRAGON'S LAIR: THE LEGEND

Kelson Rudy	Seattle, WA	Finished

DRAKKHEN

Thomas Lipschultz	Mount Penn, PA	Finished

FARIA

Greg Gilleland	Shreveport, LA	Finished
Cheryl Meeker	Big Bear Lake, CA	Finished

FINAL FIGHT

Troy Lee	Pittsburgh, PA	Finished
David Todd	Chicago, IL	Finished
Jason Di Malto	Albuquerque, NM	Finished
Clint Alvarez	San Antonio, TX	Finished

G.I. JOE

Brian Pruitt	Henderson, KY	Finished
Henry Walsh	Douglas, GA	Finished

GRADIUS III

Walton Cheuny	North Haven, CT	Finished

THE IMMORTAL

Terry Bober	Biwabik, MN	Finished
Jerald Waack	Muscatine, IA	Finished

THE LITTLE MERMAID

Frank & Debra Noschese	Medford, NY	Finished
Ryne Saunders	Streamwood, IL	Finished
David Duman	Pleasanton, CA	Finished
Michael & Jeff Reekers	Richmond, CA	Finished
Jon Lundeen	Ashland, NE	Finished
Kevin Orcutt	Langhorne, PA	Finished
Mary & Amy Juvingo	Bartlett, IL	Finished
Carlos McElfish	Spokane, WA	Finished
Michael McDougal	Madison, WI	Finished

NINJA GAIDEN III

Dennis Weekly	Martins Ferry, OH	Finished
Miggy Zamora	Hong Kong	Finished
Brian Plummer	Palmdale, CA	Finished
Richie Chambers	Rossville, GA	Finished

PILOTWINGS

Jimmie Tyrrell	Howell, NJ	Finished
Ian Keiner	Monterey Park, CA	Finished
Matt & Mike Heislet	Scranton, PA	Finished
Pat Tripp	Rockville, MD	Finished
Chad Hildebrandt	Huntington Beach, CA	Finished
John Hansen	St. Petersburg, FL	Finished
Scott Levine	Daly City, CA	Finished
Chris Foley	North Vancouver, BC	Finished
Donny Horn	Spokane, WA	Finished
David Bianchi	Irvine, CA	Finished
Jimmy Cappadora	Ellington, CT	Finished
Eduardo De Carvalho Moreira	Silver Spring, MD	Finished

PINBOT

Joe Thielen	Millbury, OH	4,848,830

PIPE DREAM

Carolyn Bishop	Oregon City, OR	8,572,850

POWER BLADE

Jason Bindsall	Forked River, NJ	Finished
Nick Valley	Shortview, MN	Finished
Aaron Burnett	Long Beach, CA	Finished
Seth Lascurain	Cinebar, WA	Finished
Richard Beard	Blue Springs, MO	Finished
Eli Krauklis	Fairbanks, AK	Finished
Corey Lawes	Winnipeg, MB	Finished
Brian White	Scottsbluff, NE	Finished
Joseph Hardyman	Helena, MT	Finished

THE PUNISHER

Jason Bell	Woodinville, WA	Finished

RAINBOW ISLAND

Michael Fryer	Indianapolis, IN	Finished

ROCKETEER

Jeff & Danny Thomann	Boonville, MO	Finished
Nate Kinney	Sandwich, IL	Finished
Adam Denhoff	New York, NY	Finished
Brad Crum	Louisville, KY	Finished

SUPER MARIO LAND

Jason Webb	Salt Lake City, UT	Finished
Heather Haney	Middletown, OH	Finished
Robert Converse	Florissant, MO	Finished
David Ell	Clearlake Oaks, CA	Finished

SUPER MARIO WORLD

Emily Lake	Austin, TX	Finished
Charlie Spuckler	Westlake, OH	Finished
Aaron Michelony	Rohnert Park, CA	Finished

SUPER R-TYPE

David Rosen	Stroudsburg, PA	Finished
Mike & Adam Liebling	Valley Stream, NY	Finished

TETRIS

Gary & Betty Liebmann	Grafton, WI	405,333
Monique Saenz	Corpus Christi, TX	401,040
Cheryl Oakley	Hobart, NY	324,005
Debbie Alley	Crosby, TX	315,618
Chad Gentry	Clyde, NC	300,000

TETRIS

David Cha	Huntington Beach, CA	514,742
Christa Clay	Portland, OR	490,043
Robert Hilario	Vallejo, CA	458,751
Mark Richert	Bellevue, WA	435,990
Eric Yu	Ajax, ON	401,602

U.N. SQUADRON

Michael Polinsky	Fort Salonga, NY	Finished

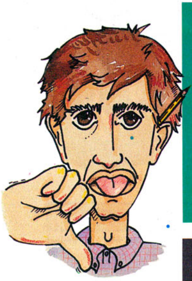
WHERE'S WALDO

Melody DiChiara	Elmira, NY	Finished

Join the league of Power Players by sending photos of your high scores to:

Nintendo Power Players
P.O. Box 97033
Redmond, WA 98073-9733

GEORGE & ROB'S



NOW PLAYING

FEB. 1992

TWO GUYS' OPINIONS ON THE LATEST RELEASES

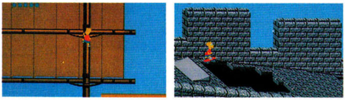
Rob and George have been busy keeping up with the latest releases over the past month and here's what they have to say about some of the more notable titles.

GEORGE The new Simpsons game for the NES titled **Bart Vs. The World** has action scenes that are along the same lines as the last Simpsons adventure and there are additional types of games included, such as a test of Simpsons Trivia and a card matching game. I like it better than Bart Vs. The Space Mutants. You don't have the totally absurd idea of aliens trying to collect all things purple or all of the hats in Springfield. Instead, there's a believable Simpsons plot, where Mr. Burns is trying to get rid of the family by placing them in dangerous predicaments all over the world and Bart is trying to thwart his plans.

ROB Only Bart Simpson could have a game titled Bart Vs. The World. That's right in line with Bart, so that makes it fun right there. I thought that the plot was intriguing but you do lose a lot of focus with all the puzzle games, like that one where you have to slide all of the pieces of the picture to make it whole. I gave up after about five minutes of that.

GEORGE You don't have to finish the puzzle parts in order to move on to the next stage.

ROB That's true, but I don't think they really have to be there. I liked the action parts, though, like skateboarding on the Great Wall of China. I mean... that's a great idea.

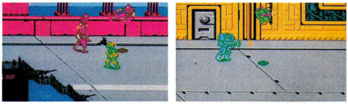


Personal Power Meters for The Simpsons 2: Bart Vs. The World. Rob: 3.5 3.5 3.0 3.5. George: 3.0 3.0 4.0 3.5.

GEORGE Moving on to more great ideas... the Turtles have a new game entitled **T.M.N.T. III: The Manhattan Project** and Shredder has returned once again for another big fight. How many times can this guy come back from defeat? You'd think maybe he'd take a rest or retire or something.

ROB I like this game but it's not much different from the T.M.N.T. II: The Arcade Game. The Turtles have a couple of new moves and they fight in new locations.

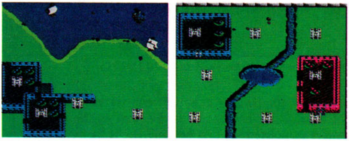
GEORGE Like Florida, which is where Shredder should hang up his claws for a while and take it easy. We've pummeled him enough. I think that it's time for some other evil mutants to step in and challenge the Turtles.



Personal Power Meters for T.M.N.T. III. The Manhattan Project. Rob: 3.5 3.5 4.0 4.0. George: 3.5 3.5 3.5 3.0.

ROB Another NES game being reviewed in this issue is **Rampart** from Jaleco. I didn't think that I was going to get into it that much because the whole concept is pretty simplistic. I mean, all you do is build your castle walls and blast the attacking fleet or the other player's castle. It's good, but I'm just wondering if there's much of a challenge to it once you've gone pretty far into the game.

GEORGE I think that there's a lot of challenge and a lot of strategy, especially in the two-player game and I'd like to prove it by challenging you to a match. (Editor's Note: George and Rob's Rampart match ended with George overcoming Rob's forces with a score of 6070 points to 3429 points. Rob has requested a rematch).



Personal Power Meters for Rampart. Rob: 3.5 3.0 3.5 3.5. George: 4.0 3.0 4.5 4.5.

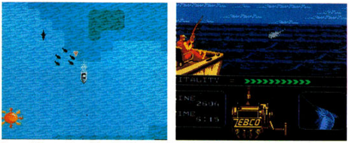
ROB **The Blue Marlin** is the first of our games that weren't featured in this issue.

GEORGE This game was a real surprise to me. Even though there have been two Black Bass games, the concept of a fishing video game just didn't float for me. I don't watch fishing on TV either, or actually fish, so the subject didn't appeal to me much. I really did find myself enjoying this game, though.

ROB I played for well over an hour and never caught anything, which made it kind of frustrating. But, you're right. It's one of those games that, starting off, you think it's going to be kind of dopey but it ends up being good. I've fished before and I can't say that it's all that realistic, but there is some strategy in the game like deciding what kind of bait to use and figuring out how long your lure should be. What's unrealistic is that you actually know where the fish are. You can see them on the big map.

GEORGE I think they do that to quicken the pace and get right to the action of trying to reel in the marlin. It wouldn't be much of a game if they just left it to luck.

ROB It's a real different kind of video game and that's what makes it fun.



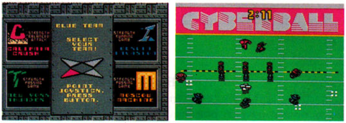
Personal Power Meters for The Blue Marlin. Rob: 3.5 3.0 3.0 3.5. George: 3.0 2.5 4.0 3.0.

GEORGE **Cyberball** is a futuristic football game which has been very popular in the arcades. In fact, it's inspired an arcade sequel and a lot of arcades have Cyberball competitions. Now there's an NES adaptation from Jaleco. A lot of Cyberball fans will probably enjoy it but it does seem kind of watered down when compared to the original. The graphics aren't as detailed and the simulated voices aren't as clear.

ROB Well, I think that's just a case of arcade technology vs. the NES. A lot of the appeal of the original game is its graphics and sound and the way that they support the theme of robot football. You just can't have the same atmosphere on the NES as you can with a several thousand dollar arcade machine. We'll have to wait for a Super NES version in order to have a game of the same quality. I still think that it's fun on the NES and that it does carry off the theme.

GEORGE I guess I'll just have to wait to see if it makes it to the Super NES for a really enjoyable, arcade-like Cyberball experience.

ROB And I'll continue to play the game on the NES, because I think that it's good just the way it is.

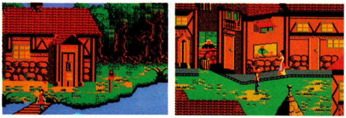


Personal Power Meters for Cyberball. Rob: 3.0 3.0 3.0 3.5. George: 3.0 2.5 3.0 2.5.

GEORGE Next, we have the NES adaptation of the personal computer game **King's Quest V**. It's been a very popular PC series and this latest installment has been praised for its graphics and depth on the PC.

ROB And it makes a real attempt in the graphics department on the NES, too. I'd say that this is a game that you've got to play for several hours in order to really enjoy it. It's not a quick read at all. But once you get past the intro and into the story, I could see that you could really get caught up in it. It's definitely a read-the-manual-first game.

GEORGE The play control didn't feel very intuitive to me. It seemed difficult to move the character and figure out how to open doors and manipulate items. If you've figured that out, though, it could be fun. The script is well written and it includes a lot of humor.



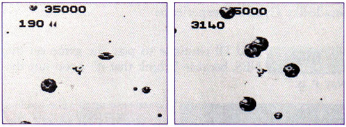
Personal Power Meters for King's Quest V. Rob: 3.0 3.0 3.5 3.5. George: 3.5 3.0 3.5 3.5.

ROB **Bucky O'Hare** is based on a new cartoon series. Bucky has some friends who have been kidnapped by an evil force and he's got to save them. Bucky looks the same in the game as he does on TV. It a game for young players.

GEORGE It's a decent game. There's a stage select similar to the Mega Man stage select.

ROB Taking a look at the Game Boy lineup, there's a version of **Asteroids** for the system now from Accolade. I logged in a lot of hours on the arcade version of this game and I'd have to say that this one is just as good. It's very involving just like the original. The only thing that I didn't like about it was that it felt a little claustrophobic on the small screen.

GEORGE That didn't bother me at all because everything else is relatively small so that you still have a lot of room to dodge asteroids.

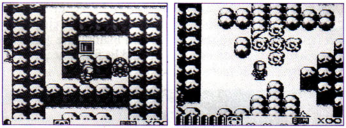


Personal Power Meters for Asteroids. Rob: 3.0 3.0 3.5 4.0. George: 3.0 3.0 3.5 3.5.

ROB I thought that **Blaster Master Boy** was a lot of fun just from a pure action standpoint. You basically just have to bomb everything in the area and uncover hidden stuff. There are all sorts of different items that you can find and you have to make sure that you clear out quickly or you'll get hit by the blast.

GEORGE I'm a real fan of Blaster Master for the NES and this game has nothing to do with the original. There's none of the sense of exploring a big world like there was in the original and no cool vehicle either. It basically plays like a puzzle game where you just keep blasting.

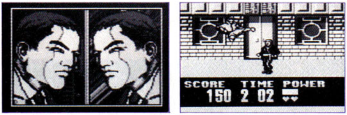
ROB I like blasting. It's very mindless, fun action. This is a game where you don't have to solve any mysteries and you don't have to know the magic word. You just blast.



Personal Power Meters for Blaster Master Boy. Rob: 3.5 4.0 3.5 3.5 George: 2.5 3.5 3.0 3.0.

GEORGE But it could be a whole lot more. On to other games. There's a Game Boy game based on **Darkman**. It's quite a bit different from the NES game of the same name. Where the NES game had a lot of tricky jumps and obstacles, this one seems to be more like a street-fighting game. The graphics are good, but the play control could use some help.

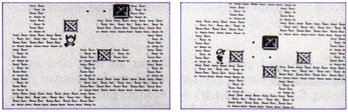
ROB I agree. It's only the Darkman character that seems to make it different than something like Double Dragon. There's not any puzzle solving involved. It's just kick, kick, punch, punch.



Personal Power Meters for Darkman. Rob: 2.5 3.0 2.5 2.5 George: 2.5 3.5 3.5 3.5.

GEORGE **Boxxle 2** is next and it's very challenging. The concept is the same as the original. If you've completed the first one and you're looking for more difficult puzzles in the same vein, then this one is for you.

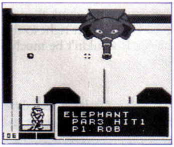
ROB You know, it seems that if you have tried a puzzle a certain amount of times, the game should show you the solution, so that you could move on to the next one. Otherwise, I could see a beginning player being very frustrated by this game on the second or third puzzle.



Personal Power Meters for Boxxle 2. Rob: 3.5 2.5 3.0 3.0 George: 4.0 3.0 3.0 3.0.

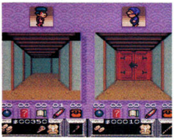
GEORGE **Mini-Putt** is very similar to the NES version of the game. It's fairly true to real miniature golf with a lot of the same types of obstacles that you would find in an actual course.

ROB It's not real mini-putt, but it's got windmills, slopes and an elephant. I guess that's about as real as it gets.



Personal Power Meters for Mini-Putt. Rob: 3.5 3.0 3.5 3.0. George: 3.0 4.0 3.0 3.5.

GEORGE Since just about every Super NES game is worthy of a feature, we'll talk about more releases next month when there's more room. I would like to mention that I think **The Legend of the Mystical Ninja** is a great game. It's got good action, a lot of humor and a ton of fun bonus games. Check out the 3-D perspective maze and the in-game arcade with air hockey and the original Gradius.



George's personal Power Meter for The Legend of the Mystical Ninja: 4.0 4.0 4.0 4.0.

The opinions of Rob and George do not reflect the opinions of Nintendo Power Magazine or Nintendo of America Inc.

YOUR GUIDE TO THE LATEST RELEASES

NES TITLE	COMPANY	PLAY INFO	POWER METER RATINGS				GAME TYPE
			G	P	C	T	
The Blue Marlin	Hot-B	1P/PASS	2.9	3.1	3.1	3.8	Marlin Fishing
Bucky O'Hare	Konami	1P/PASS	3.3	3.4	3.3	3.3	Comic Adventure
The California Raisins	Capcom	1P	3.6	3.3	2.8	3.3	Comic Action
Cyberball	Jaleco	2P-S	2.9	2.8	3.0	3.3	Futuristic Football
G.I. Joe: The Atlantis Factor	Capcom	1P	3.3	3.6	3.4	3.3	Combat Action
King's Quest V	Konami	1P/BATT	2.9	2.6	3.4	3.3	Hero Quest
Rampart	Jaleco	2P-S	3.2	3.6	3.9	4.0	Action Strategy
The Simpsons: Bart Vs. The World	Acclaim	1P	3.1	2.9	2.9	3.2	Comic Action
T.M.N.T. III: The Manhattan Project	Koei	1P/BATT	3.2	2.5	3.4	3.6	War Simulation

GAME BOY TITLE	COMPANY	PLAY INFO	POWER METER RATINGS				GAME TYPE
			G	P	C	T	
The Addams Family	Ocean	1P	3.1	2.7	2.9	2.8	Comic Action
Asteroids	Accolade	2P-S	2.8	3.6	3.4	3.3	Arcade Classic
Blaster Master Boy	Sunsoft	1P/PASS	3.4	3.4	3.1	3.2	Sci-Fi Action
Boggle Plus	Parker Bros.	2P-S	3.1	3.4	3.4	3.8	Board Game
Boxxle 2	PCI	1P/PASS	2.8	3.3	3.1	2.9	Action Puzzle
Darkman	Ocean	1P	3.4	2.8	2.9	2.8	Sci-Fi Action
Doomsayer	Ascii	1P/BATT	3.2	2.7	2.9	3.0	Role Playing
Gradius: The Interstellar Assault	Konami	1P	3.7	3.7	3.7	3.4	Sci-Fi Action
Jordan Vs. Bird	Electronic Arts	2P-S	2.9	2.4	2.7	2.8	Basketball
Mini-Putt	JVC	4P-A	3.0	3.1	3.2	3.3	Miniature Golf
Q*Bert	Jaleco	2P-A	3.2	3.7	3.4	3.6	Arcade Classic
Super Hunchback	Ocean	1P	3.7	3.5	3.2	3.3	Comic Action
Terminator 2: Judgement Day	LJN	1P	3.6	3.3	3.3	3.5	Sci-Fi Action

SUPER NES TITLE	COMPANY	PLAY INFO	POWER METER RATINGS				GAME TYPE
			G	P	C	T	
LazerBlazer/Blastris	Nintendo	2P-A	3.9	4.0	3.6	3.8	Super Scope 6
Lagoon	Kemco/Seika	1P/PASS	3.9	3.2	3.5	3.0	Hero Quest
The Legend of the Mystical Ninja	Konami	2P-S/PASS	3.8	3.8	3.6	3.7	Comic Adventure
Wanderers From Ys	American Sammy	1P/BATT	3.9	3.6	3.9	3.8	Hero Quest

CHART KEY

You can get the most out of our game chart by understanding the categories. Title, Company and Game Type are self explanatory. Use this Key to understand Play Info and the valuable Power Meter ratings.

PLAY INFO

Games are made to be played with as many as four players. Some also employ a battery or password to save game play data.

1P = ONE PLAYER
2P-S = TWO PLAYERS SIMULTANEOUS
2P-A = TWO PLAYERS ALTERNATING
4P-A = FOUR PLAYERS ALTERNATING
BATT = BATTERY
PASS = PASSWORD

POWER METER

The Pros at Nintendo HQ rate each new game. Ratings are from 1 (poor) to 5 (excellent) in four different categories.

G = GRAPHICS AND SOUND
P = PLAY CONTROL
C = CHALLENGE
T = THEME AND FUN

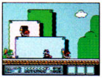
TOP 20
NINTENDO POWER
February
1992
NINTENDO POWER

The coming months may tell a different tale, but the Super Mario Bros. continue their unequaled domination of each game system. The scramble for supremacy in the Super NES category kicks into high gear!

NES

1 8,851 POINTS
28 MONTHS

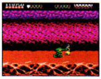
SUPER MARIO BROS. 3



There's not too much plumbing going on, but the Super Mario Bros. are out to fix Bowser's pipes.

2 4,327 POINTS
6 MONTHS

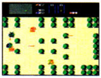
BATTLETOADS



The big, bad 'Toads hang on to the Number 2 slot again. Rash, Pimple and Zitz are toadally cool!

3 4,152 POINTS
41 MONTHS

THE LEGEND OF ZELDA



A huge favorite among players of all ages! Link and his Magic Sword will battle Ganon anytime.

4 3,876 POINTS

MEGA MAN III

Wily and company keep coming back for more, but Mega Man and his arsenal of weapons are here to stay.

5 3,842 POINTS

FINAL FANTASY

Choose your Light Warriors and set out on an incredible journey by land, boat and flying ship.

6	3,571 POINTS	DR. MARIO
7	2,666 POINTS	BATMAN
8	2,565 POINTS	METROID
9	2,406 POINTS	CRYSTALIS
10	2,249 POINTS	TINY TOONS
11	2,107 POINTS	MONOPOLY
12	2,080 POINTS	TETRIS
13	2,069 POINTS	SUPER MARIO BROS. 2
14	1,860 POINTS	TMNT II: THE ARCADE GAME
15	1,787 POINTS	MEGA MAN II
16	1,647 POINTS	ZELDA II: THE ADVENTURE OF LINK
17	1,529 POINTS	BASES LOADED II
18	1,511 POINTS	DRAGON WARRIOR II
19	1,350 POINTS	MEGA MAN IV
20	1,298 POINTS	CASTLEVANIA III: DRACULA'S CURSE

SUPER NES

1 16,574 POINTS — 2 MONTHS

SUPER MARIO WORLD

Grab Mario's pal, Yoshi, and take a wild ride through the wackiest and most dangerous World ever!

2 13,958 POINTS — 2 MONTHS

F-ZERO

Choose a hovercraft, strap yourself in and experience the truly incredible speed of the Super NES.

3 10,195 POINTS — 2 MONTHS

FINAL FIGHT

The streets of Metro City are crawling with dastardly dudes, but Cody and Haggar must find Jessica.

4 7,404 POINTS

SIMCITY

The Simcitizens are up in arms over the problem of pollution. What are you going to do about it?

5 6,002 POINTS

SUPER BASES LOADED

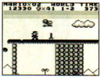
The first baseball game for the Super NES is far from being stuck in pine tar as it rockets to #5.

6	5,799 POINTS	ACTRAISER
7	4,915 POINTS	U.N. SQUADRON
8	4,565 POINTS	THE LEGEND OF ZELDA: A LINK TO THE PAST
9	4,337 POINTS	DRAKKHEN
10	4,234 POINTS	PILOTWINGS
11	3,019 POINTS	SUPER R-TYPE
12	2,771 POINTS	GRADIUS III
13	2,745 POINTS	CASTLEVANIA IV
14	2,635 POINTS	FINAL FANTASY II
15	1,980 POINTS	SUPER GHOULS 'N GHOSTS
16	1,950 POINTS	ULTRAMAN
17	1,877 POINTS	NOLAN RYAN'S BASEBALL
18	1,636 POINTS	POPULOUS
19	1,300 POINTS	THE CHESSMASTER
20	1,280 POINTS	HAL'S HOLE-IN-ONE GOLF

GAME BOY

1 9,757 POINTS — 17 MONTHS

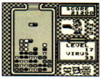
SUPER MARIO LAND



The ancient ruins and tempestuous waters of Super Mario Land make Mario's outing a Game Boy gem.

2 6,025 POINTS — 13 MONTH

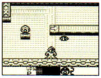
DR. MARIO



The virus level in your Game Boy can be overwhelming, but Dr. Mario is prepared to handle them all.

3 5,648 POINTS — 4 MONTHS

MEGA MAN: IN DR. WILY'S REVENGE



Always a favorite, Mega Man blasts through his first Game Boy adventure. What's next...?

4 5,562 POINTS

TMNT II: FALL OF THE FOOT CLAN

Are the Turtles losing ground in the Poll or have they just taken too long of a pizza break?

5 5,530 POINTS

METROID II: THE RETURN OF SAMUS

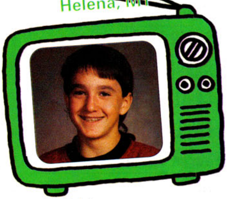
With your help, Samus Aran can accomplish the best ending in Metroid II. Destined to be a classic!

6	3,116 POINTS	CASTLEVANIA II: BELMONT'S REVENGE
7	2,962 POINTS	F-1 RACE
8	2,700 POINTS	SUPER R.C. PRO-AM
9	2,025 POINTS	FINAL FANTASY ADVENTURE
10	2,585 POINTS	OPERATION C
11	2,025 POINTS	BATTLETOADS
12	2,014 POINTS	TECMO BOWL
13	2,007 POINTS	FINAL FANTASY LEGEND II
14	1,910 POINTS	FINAL FANTASY LEGEND
15	1,655 POINTS	FACEBALL 2000
16	1,641 POINTS	BASES LOADED
17	1,552 POINTS	CASTLEVANIA: THE ADVENTURE
18	1,502 POINTS	BATMAN
19	1,362 POINTS	THE HUNT FOR RED OCTOBER
20	1,350 POINTS	KID ICARUS

PLAYER'S PICKS

WHAT ARE YOUR FAVORITE SUPER NES GAMES?

Jeff Zaharko
Helena, MT

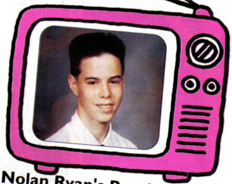


- Final Fight
- Super R-Type
- Super Mario World
- Hyperzone
- F-Zero

Richard Lande
Stamford, CT

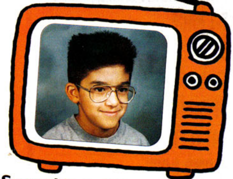
- F-Zero
- Super R-Type
- ActRaiser
- Hyperzone
- The Chessmaster

Jason Franklin
South Euclid, OH



- Nolan Ryan's Baseball
- Pilotwings
- Super Mario World
- Final Fight
- Super R-Type

Derek Rodrigues
Ellsworth AFB, SD



- Super Mario World
- Final Fight
- F-Zero
- Super R-Type
- Gradius III

Tony Gabrielson
Vinton, IA

- Super Mario World
- ActRaiser
- Drakkhen
- Super Bases Loaded
- Ultraman

Chip Calhoun
Indianapolis, IN

- Super Mario World
- Super R-Type
- Gradius III
- Super Castlevania IV
- F-Zero

TAKE 5

The readers of Nintendo Power have voted these games to be their Top 5 NES Role-Playing games. Make sure to cast an accurate vote for your favorites in the Player's Poll this month.

NES RPG'S

1. Final Fantasy
2. The Legend of Zelda
3. Dragon Warrior
4. Dragon Warrior II
5. Zelda II: The Adventure of Link

Kellie Williams & Darius McCrary

Celebrity Player Profile

When Nintendo Power talked to Darius McCrary and Kellie Williams, stars of "Family Matters," we got the scoop on how they feel about life, video games, and playing Super Off Road, the hot new game for the Super NES.

On "Family Matters" Kellie plays Laura Winslow, Urkel's unrequited love, and Darius stars as Eddie Winslow, Laura's brother, who is "a real cool, kinda chill guy, a ladies' man." On the set, they're typical siblings who have a love/hate relationship, but they're really the best of friends. They have a lot in common: they love having fun, being on "Family Matters," and playing Nintendo video games.

NP: What do you think of video games in general?

DM: I love video games—they're awesome. They're fun, and playing is a good way to release a lot of tension. It's the coolest thing to do that doesn't make a lot of noise or annoy your parents. They keep kids out of trouble—they're better than spray-painting walls!

KW: Video games are fun. They're full of adventure and they teach you a lot. I love playing them because I feel like I'm a part of the action—I get totally into it. They're also challenging, which is important, especially for kids.

NP: How do you like Super Off Road?

DM: Playing Super Off Road is a blast! It's so cool—it's the awesomest. I can't get my little brother, Donovan, to leave the game alone. We play every night and we're getting to be great at it.

KW: Super Off Road is really neat. It has wild graphics and it's fast and fun. I love the challenge of the Super NES. It's amazing how advanced the new system is.

The entire cast of "Family Matters" has fun joking around. They also play Nintendo video games together. Almost everyone has an NES or a Super NES. Darius' favorite games are Super Off Road and Tecmo Bowl because "nothing can fade those games." Kellie's favorite game is Tetris.

NP: Do you have any playing tips for Nintendo Power readers?

DM: You have to be patient. For example, with Super Mario Bros., don't rush through the levels. Wait to see what's coming up before you jump.

KW: (giggling) Does anybody have any tips for me?

NP: What do you do in your free time?

DM: I love music. I compose it. Right now I'm working on an album, which I'm really excited about. I'm also the vice-president of the Sons of Thunder, a group of reformed gang members. One of my goals is to try to get people interested in the group and the good that it's doing.

KW: I like to read, shop, and hang out with my friends. I also work with an ecology group for kids. Basically, I'm just a normal kid who happens to be an actress.

Darius McCrary (Eddie), Kellie Williams (Laura), and Jaleel White (Urkel) take a break from playing Nintendo games to share a scene in a recent episode of Family Matters.

NINTENDO
POWER

A LOOK INTO THE GAMES OF THE FUTURE

PAK WATCH

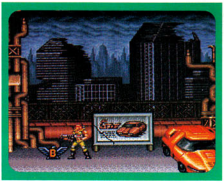
BLAST OFF

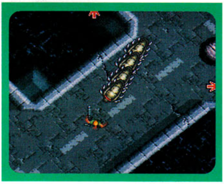
Contra III

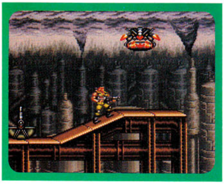
KONAMI

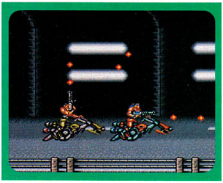
Yeah, it's frigid February outside, but this Pak Watcher is on fire, and it's all because of Konami's up-coming Contra III. The minute our test pak arrived from Konami, we cranked up the Super NES, smeared on some camouflage paint and prepared to battle cosmic terrors. Through four rip-roaring, alien-blasting, lizard-leaping, view-twisting, mind-bending stages we raced, absolutely unable to stop. Breathless. And get this; the version we played was only two-thirds complete!

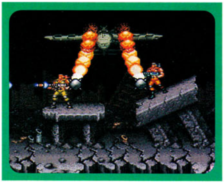
So what's the big deal? This may be the ultimate, two-player action game to date. Players familiar with Contra and Super C will recognize the commandos and the Power-Ups right away. But get ready for in-your-face surprises to knock your socks off. Some of those surprises have to do with the action, like leaping into an armored tank and blasting enemies with the big gun, or discovering the nuke button that sends a shockwave of destruction against your foes. Other surprises are in the changing view. We just about lost it when we hit the split screen, overhead maze. Giant, ugly, alien surprises broke down walls and attacked us when we least expected it, and small, but vicious junkyard dog surprises nipped at our heels. We flew on air bikes and leaped between speeding missiles. After that kind of experience, it's hard to come back down to earth and put it into words. Maybe the most apt description is "super", because the programmers made expert use of the Super NES's Mode 7 graphic functions. Our Pak Watch hats are off to Konami.







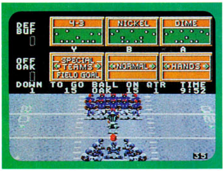


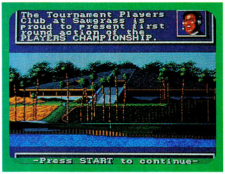


BRIGHT IDEA

EASN—Electronic Arts Sports Network

Electronic Arts is well-known for excellence on the video playing field with games like John Madden's Football, which has appeared not only for the Super NES, but for PCs and other systems. Other sports spectaculars in the EA lineup are PGA Tour Golf and Lakers vs. Celtics And The NBA Playoffs for the Super NES and Jordan vs. Bird: One On One for Game Boy. The driving force behind this concentration on sports games is EA's commitment to the sports fan and video game player. As an off-shoot of that commitment, EA is founding the Electronic Arts Sports Network, which is a club for players that will include news, competitions and events, and special commercial offers. EA hopes to convey the excitement of being involved both in the video game industry and in real competition through the Network.

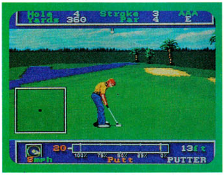


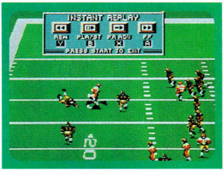


The Tournament Players Club at Sawgrass is proud to present first round action of the PLAYERS CHAMPIONSHIP.

-Press START to continue-

On the development side, Electronic Arts will soon be hitting the links with PGA Tour Golf, which puts you on the PGA Tour in four tournaments at TP Courses: The Players Championship at Sawgrass, the PGA West at West Stadium, the Kemper Open at Avenel, and the Honda Classic at Eagle Trace. Ten tour pros give you tips to strengthen your game and get you out of the roughest lies. All the shot-making controls and accessories like the wind gauge are included. Your success is measured by the applause or groans of the gallery as well as closeness to the pin. Special options allow you to fly-by, zoom in, and watch the flight path of your shot. Full stats are also included, and an instant replay lets you analyze each shot after it is made. If you've ever dreamed of being a pro, this game is for you.



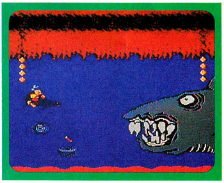


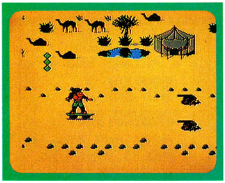
BLAST OFF

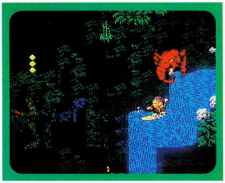
Town & Country 2: Thrilla's Surfari

ACCLAIM

The great waves and hot sun of Maui lose their appeal for Thrilla Gorilla, the ultra cool primate, when his beach babe is kidnapped by a mastermind and taken to Africa. With skateboard and shades, the big ape drops in for a wild ride in Town & Country 2: Thrilla's Surfari for the NES. The name is derived from LJN's original T&C, but this game is wackier. The action is very fast and one spill sends Thrilla back to the beginning of the stage. Quick steering may not be enough—remember to control your speed by braking in emergencies. One of the coolest aspects of this game is that you can take more than one route through some stages. The variety of stages is another big plus. Thrilla searches from the jungle to the desert for the evil Wazula, riding an assortment of boards along the way. Acclaim plans to release T&C 2 in the early spring.



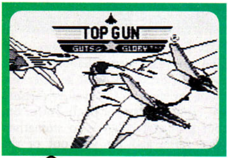


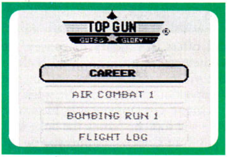


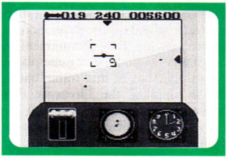
BLAST OFF

Top Gun: Guts & Glory KONAMI

The scramble is on to make a combat flight simulator for Game Boy, and Konami's entry, Top Gun: Guts & Glory is right there at the top of the class. This game earns its wings with a wide range of options: one or two-players, Air Combat, Bombing Runs, Career path, which includes all types of aerial combat and is saved with a password. After choosing the type of mission you want to fly, you get to choose the equipment you want to fly in, either the F-14 Tomcat, F16 Falcon, MiG 29 Fulcrum, or F117A Stealth. Each plane has weapon options, plus a difficulty level selection. Actually flying the planes is easy, but dog-fighting is tough. Don't expect a true flying experience, but do expect a challenge. If you master this game, you'll be ready for the real Top Gun. Konami is also about to release Tiny Toons for Game Boy. This Pak has fun graphics, but the game play is for younger, inexperienced players.



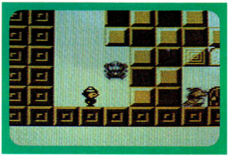


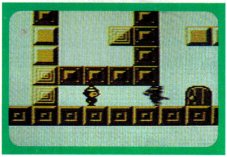


UNDER CONSTRUCTION

Nail N' Scale DATA EAST

Climbing the heights of puzzling mazes is what Nail N' Scale from Data East is all about. Spike, a tiny climber, must work his way through 50 mazes, climbing the walls, smashing blocks and defeating enemies on his way to an evil dragon. Data East is also working on a Super NES game called Ultrabots: Sanction Earth.

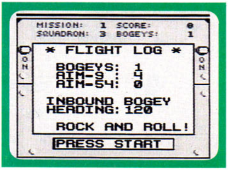




BLAST OFF

Turn And Burn ABSOLUTE

Classy competition for the honor of best Game Boy flight simulator comes from Absolute's Turn And Burn: The Dog Fight Simulator by Gary Kitchen, the creator of Super BattleTank. One player can fly against computer-controlled bogeys. The early version we saw had fewer options than Top Gun, but the flight controls are better. You can actually see the stick in front of you and you have total control over engine thrust. There is also a mission screen that leads you to your target and keeps track of bogeys and scoring. You are even given a briefing before the mission, which tells you what is expected, how many bogeys are out there, and their headings. From the launch sequence to the sound effects of the engine, which revs up or down as you increase and decrease power, Turn And Burn closely matches the real flying experience of a navy pilot. Very hot.



MISSION: 1 SCORE: 0
SQUADRON: 3 BOGEYS: 1

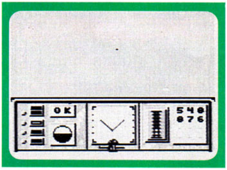
* FLIGHT LOG *

BOGEYS: 1
AIM-9 : 4
AIM-54: 0

INBOUND BOGEY
HEADING: 120

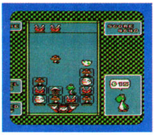
ROCK AND ROLL!

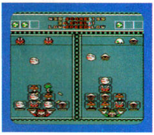
PRESS START

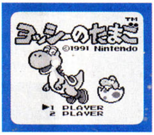


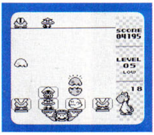
JAPAN WATCH

Mario's lovable pal from Dinosaur Land has hatched his own game. In Japan, the game is titled Yoshi's Egg. When it appears in the United States, however, it will be called simply Yoshi. A quick look at the screen might suggest another name, maybe, Dr. Yoshi. There's no doubt about where the inspiration came from for this puzzle game, but the vitamins of Dr. Mario have become characters from Super Mario World, and the method of scoring and reducing the stacks is completely new. The idea is to line up the stacks being held by Mario with the characters that fall from the top. Mario moves along the bottom and spins the stacks. Similar characters cancel each other out when stacked. If the top and bottom halves of Yoshi's egg come together, Yoshi pops out. In the two-player mode, the screen splits and each player can choose his or her own speed and level, so a beginner can play against an expert and still have a chance to win. There is also a Game Boy version of Yoshi's Egg with a two-player Game Link option.









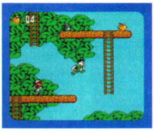
GOSSIP GALORE

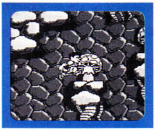
Lots of players have been asking about Super NES controller accessories. Here's what's firm. ASCII and Hudson have developed Super NES joypads featuring turbo control. The ASCII pad also includes a Slow function.

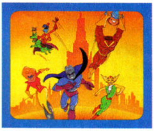
On the game front, Sony Imagesoft will soon release Game Boy and NES versions of The Hook. An even bigger game for the Super NES is due out this summer. The known—the Super Hook will be an 8 meg game featuring Mode 7 and digitized graphics of movie elements like the Jolly Roger. The unknown—do you control Peter Pan or Tinkerbell?

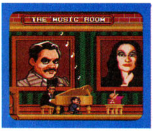
Also in the future, The Addams Family for the Super NES from Ocean which features brilliant, detailed graphics. This will be Gomez's greatest adventure yet.

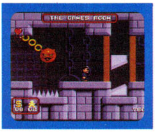
Finally, for you super hero fans, the wait for Defenders of Dynatron City is almost over. The TV special is being shown on NBC on Feb. 22nd, and the game from Lucasarts is scheduled for release in March.











FUTURE GAMES FOR

NES

- **Avengers**
- **Bio Force Ape**
- **Contra Force**
- **Cyberball**
- **The Empire Strikes Back**
- **Hammerin' Harry**
- **Might & Magic**
- **Rocky**
- **Terminator 2: Judgement Day**
- **Toki**
- **Toxic Crusaders**
- **T&C 2: Thrilla's Surfari**
- **Ufouria**
- **Uncharted Waters**
- **Wizards & Warriors III**

SUPER NES

- **F1-ROC**
- **Joe & Mac**
- **Lemmings**
- **Nolan Ryan's Baseball**
- **PGA Tour Golf**
- **The Rocketeer**
- **RPM Racing**
- **Smash TV**
- **Super Battletank**
- **Contra III**
- **Super Off Road**
- **Super Play Action Football**
- **TMNT IV**

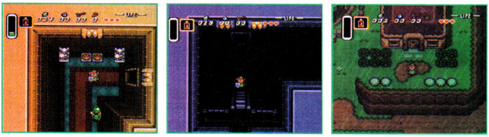
GAME BOY

- **High Stakes**
- **Lunar Chase**
- **Mousetrap Hotel**
- **Nail N' Scale**
- **Star Trek**
- **Top Gun: Guts & Glory**
- **Turn And Burn**

NEXT ISSUE
COMING NEXT MONTH IN VOLUME 34

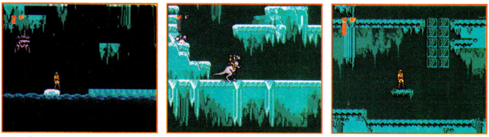
THE LEGEND OF ZELDA: A LINK TO THE PAST

Journey back in time as our hero, Link, rescues Zelda and battles the forces of Agahnim, an evil wizard. The gate to the Land of the Golden Power must remain sealed!



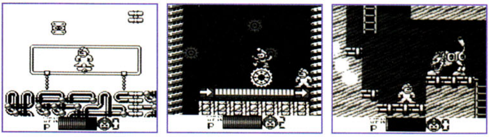
THE EMPIRE STRIKES BACK

Luke Skywalker battles the rejuvenated Empire. Han Solo, Princess Leia, C3PO, R2D2, and Obi-Wan Kenobi are all there to support him. Darth Vader is awaiting Luke's return.



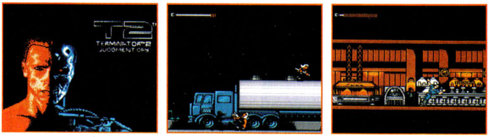
MEGA MAN 2

The ever-popular Mega Man returns for his second stupendous Game Boy challenge! Cut loose with the Arm Cannon to demolish Dr. Wily and his band of super-robots.



TERMINATOR 2

You can preview Terminator 2: Judgment Day for Game Boy in this issue, but protecting young John Connor in the NES version will certainly prove to be a greater challenge.



BACK ISSUE

These Nintendo Power back issues are available individually. Add them to your collection! They contain these exciting reviews:

Volume 22 (March '91): MetalStorm, StarTropics, G.I. Joe, Hudson's Adventure Island II.
Volume 23 (April '91): Power Blade, Sword Master, Totally Rad, Monopoly.
Volume 24 (May '91): Vice: Project Doom, The Adventures of Lolo III, The Rocketeer, The Lone Ranger.
Volume 25 (June '91): Battletoads, Day Dreamin' Davey, NES Open Tournament Golf.
Volume 26 (July '91): Robin Hood, Rockin' Kats, The Little Mermaid.
Volume 27 (Aug. '91): Ninja Gaiden 3, Dragon Warrior II & III, Darkman
Volume 28 (Sept. '91): Super Mario World, Star Wars, Smash TV, Kick Master.
Volume 29 (Oct. '91): Star Trek, F-Zero, Metroid, Shatterhand, Roger Clemens MVP Baseball.
Volume 30 (Nov. '91): Final Fantasy II, Tom & Jerry, Where In Time Is Carmen Sandiego, Flintstones, Ultimate Air Combat.
Volume 31 (Dec. '91): Tiny Toon Adventures, Batman: Return of the Joker, ActRaiser, Metroid II: Return of Samus (Game Boy).
Volume 32 (Jan. '92): Mega Man IV, Monster In My Pocket, Tecmo Super Bowl, Super Castlevania IV.

SPECIAL OFFERS

Issues from our first two years are available only in special collector's sets. You won't find these issues at newsstands!

FIRST YEAR SET:

Super Mario Bros. 2, Ninja Gaiden, Castlevania II-Simon's Quest, Zelda II-The Adventures of Link, TMNT.

SECOND YEAR SET:

Mega Man II, Dragon Warrior, Super Mario Bros. 3, Tetris, Final Fantasy.

STRATEGY GUIDES AND TIP BOOKS

Nintendo Power's Strategy Guides and tip books cover some of the most popular games ever and contain the most complete information.

STRATEGY GUIDES:

Super Mario Bros. 3
Ninja Gaiden II
Final Fantasy
4-Player Extra

TIP BOOKS:

The Legend of Zelda: Tips and Tactics
How to Win at Super Mario Bros.

PLAYER'S GUIDES:

The NES Game Atlas
The Game Boy Player's Guide
Mario Mania

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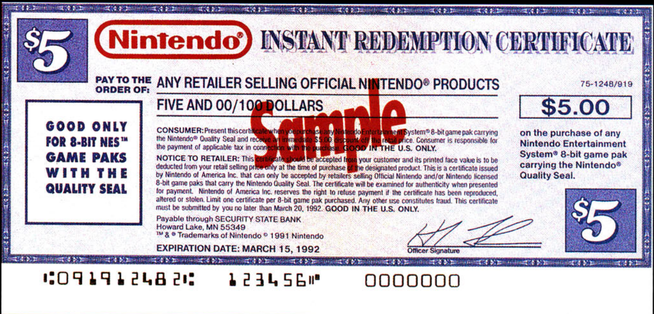

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